IT Society presents

3 DAYS OF [] CODE>

20-22April

CQCR2001-2004

Participant Kit
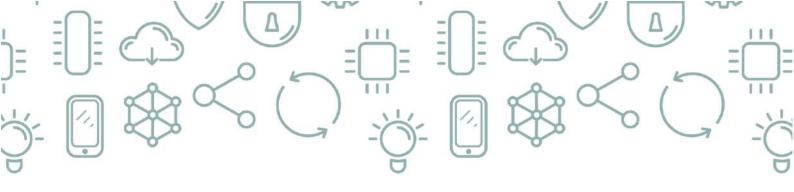
[Coding competition]

About

Coding competition is a timed competition whereby individual participants would be given a set of questions to solve through coding. You are required to bring your own laptop and allowed to bring any written materials (handwritten notes, textbook or language manual) for reference. It will be held on 20th April 2018 from 8.00 am – 7.00 pm.

Prizes

1st prize: RM750

2nd prize: RM350

3rd prize: RM200

Rules

- Participants are required to bring their own laptop.

- Participants are required to write a solution program **from scratch** for each programming challenges.

- Participants are allowed to code using a **text editor / IDE** of their preference in their local machine (laptop) or the text editor provided by HackerRank. However, the code still needs to be submitted through HackerRank for automated validation and judging.

- Participants are allowed to code using the **following languages** only:-

    o C

    o C++

    o Java 7

    o Java 8

- Java 7
- Java 8
- Python 2
- Python 3
- Ruby
- PHP
- Javascript

- Participants are required to follow the **input format** and **output format** precisely to avoid getting solutions ruled as wrong.

- The participant's solution program should run within the designated **time limit** and **memory limit.**

- Participants are allowed to refer to **online** or **written materials** for reference.

- Participants may call one of our facilitators during the competition should they need any **clarification** on the programming questions, or should they face any problem submitting their code.

Submission Procedures

- The solution program must be submitted through HackerRank for automated judging.

- Participants are allowed to submit **multiple solutions** for a programming challenge.

- Participants must submit their solution programs for all the challenges **before the end time** of the round. Any solution program that are submitted beyond the end time will not be counted for scoring.

Scoring and judging criteria

- Code correctness is enforced by comparing the output of the participant's solution program with the actual output.

- Each question carries a certain maximum score based on its difficulty.

- In order to get the maximum score, the participant's solution program should **pass all the test cases.** In case the participant's solution program only passes a certain number of test cases, the score is assigned based on the percentage of number of test cases passed.

- If a participant submits **multiple solutions** per challenge, then the participant's score will reflect the highest score achieved.

- Participants are ranked by score. If two or more participants achieve the same score, then the **tie is broken** by the total time taken from the beginning of the contest until the last correct submission. The lesser the time taken, the higher the participant is ranked.

FAQ

- **How long does the competition last?.**

  The competition will be held in 2 rounds. Participants may refer to the agenda of this event for further information

- **Is it okay if I do not bring my laptop?**

  You must bring your own laptop in order to participate in the Coding Competition. Failure to do so will disqualify you to participate in the event.

- **How many and what type of programming challenges will I be presented with?**

  You will be presented with a set of algorithmic programming challenges on 3 Days of Code's HackerRank site. For each of those challenges, you are required to write a solution program that reads inputs and displays the expected outputs.

- **What is HackerRank?**

  HackerRank is an online platform from where this competition will be held. The programming challenges of this competition will be presented through our HackerRank contest site and the participant's solution program will also be judged through HackerRank's automated judging system.

- **How can I write my code?**

  Each challenge page on our HackerRank site has an online editor embedded in the page for the participants to write and test their code in. However, should you wish to code in your favourite IDE on your computer, you can always upload your code to the challenge page once you are done!

- **How can I test and submit my code?**

  Upon completing your code, you may click on the 'Run Code' to run your solution against the sample test cases. Once you are sure your solution program covers the entire problem, you may click 'Submit' to run it against the entire set of test cases and get a score for the challenge.

- **What happens after I submit my code?**

  Your code will be runned against the hidden test cases. Depending on the output of your code, you can get the following results:-

  - **Accepted**. Your code has passed all the test cases. You may proceed to solve a new challenge.

  - **Wrong Answer**. The output of your solution program did not match the output expected by the test case.

  - **Errors**. Your code might have defects that could cause the compilation error or runtime error.

  - **Terminated due to timeout**. Your code does not solve the problem efficiently enough (exceeds the time limit).

  - **Abort called**. Your code uses too many resources (exceeds the memory limit).

- **Can I look for solutions on the Internet?**

  You may refer to any online or written material as reference. However, the solution program must be written from scratch and no modification or copying of a pre-existing code is allowed.

- **Why does my code run fine on my laptop but not on HackerRank?**

  If other participants have managed to solve the challenge, the chances are that the issue is in your code. One possible reason is that your code does not match the expected output. Follow the input format and output format precisely to match the output expected by the test cases. If you are really convinced that there is an issue with a test case, you may call one of our facilitators to get it sorted out.

- **I passed the sample test cases but failed the additional test cases.**

  Reevaluate your code and try to think what could have gone wrong. Maybe your approach is wrong, or maybe you have a bug in your code. You can always rework your code and submit it again for an updated score. The score that shows up on the leaderboard will be the one for your top-scoring submission.