

## PClassic Information, Rules, & Schedule

The [Philadelphia Classic](#) (“PClassic”) is a four-hour programming competition held each semester at the University of Pennsylvania. This year (Fall 2022), the competition will be held virtually via CodeChef. It is open to students in grades 5-12 at public or private middle school or high schools, or (for home-schooled students) of equivalent age. If you have any questions, please email us at [organizers@pclassic.org](mailto:organizers@pclassic.org)!

Each team consists of up to four participants. Schools may, and are encouraged to, bring multiple teams.

Each team **must have 1 CodeChef account** to use for the contest. Only one person should be on this account. Submissions will be submitted via that account. Teams should meet in person or via an online call on the day of the competition. Zoom, Discord and Google Hangouts are some platforms teams can use for online calling with screen share features.

Team Registration must be filled out with each team’s CodeChef username in order to access the contest page. From there, teams must also register for the contest on the website. The contest will open up at 12:00 pm ET on the contest date.

On the day of the contest, most events will be held on Youtube (Link will be posted on [pclassic.org](#) near contest date). During the competition, proctors will be available on Zoom (link will also be posted on our website) to answer questions.

PClassic Spring 2022 will take place online on **Saturday, November 19th, 2022**.

### Schedule (ET)

10:00	<b>Tech Talk with Professor Travis McGaha</b> Intro to the Field of Systems and Computer Science	Zoom
11:00	Kickoff assembly	Youtube Live
12:00	Competition begins	Zoom
4:00	Competition ends. Short Q&A panel with Penn CS students.	Youtube Live
4:30	Awards	Youtube Live

### Contest Format

- Teams of up to four
- Four hours of competition time
- Two divisions
  - Novice, for first-year computer science students only
  - Standard, for all others
- 8 questions for each division, adjusted for difficulty & time limit
  - Some more difficult Novice questions may overlap with some less difficult Standard questions
- All programming is to be done with Java, Python or C++
- Submission and scoring will be done via CodeChef

### Permitted

- One Java, Python, or Computer Science textbook for reference
- Referring to Javadocs (specifically: [Java 8](#)) or equivalent Python 3 or C++17 documentation
- Up to a computer per teammate, setup for Java, Python or C++ programming
  - We recommend IntelliJ for Java!
- Using the internet for problem submission
- Asking proctors questions over Zoom

### Not Permitted

- Use of electronic devices other than the team's computers
- Getting help during the contest from people other than your teammates
- Use of the internet for anything else not explicitly permitted above

### Scoring

- One point per question answered correctly
- In case of a tie, the rankings will be determined by 'Total Penalty', which is the sum of the total time elapsed when you submitted the correct submission plus a penalty of 'X' minutes for every rejected submission (Wrong answer, Time limit exceeded, Runtime Error) for a problem you solved
  - The lower you Total Penalty, the better
  - The total time is the time taken to solve a problem since the start of the contest
  - Getting Compilation Error does not contribute towards the 'X' minutes penalty
  - The time elapsed or penalty is not considered for any unsolved problem
- No partial credit, but in the event of an incorrect submission, teams will be given information on the nature of the failure

Though grading is done automatically, all submissions can be reviewed by a human judge. If a team feels that an error has occurred in the grading of their submission, they may petition a proctor for a review. Apart from this petition, all decisions by a judge are final. Furthermore, proctors will be available to answer any questions about usage of specific software or for limited clarification of the contest questions.

Please note that these rules are subject to change. We will aim to make any substantial rule changes in advance of the competition so there is no confusion on the day of.