PClassic Information, Rules, & Schedule

PLEASE NOTE: All competitors MUST print and fill out our waiver (please see the PDF below) and bring it with them on the day of the contest.

The Philadelphia Classic ("PClassic") is a four-hour programming competition held each semester at the University of Pennsylvania. This year (Spring 2024), the competition will be held **in person** at the University of Pennsylvania Engineering Quad! 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.

Each team consists of up to four participants. Schools may, and are encouraged to, bring multiple teams. Each school must be accompanied by a coach or chaperone. Please contact us if there is any issue with that.

Each team **must bring a laptop** which is setup for Java, Python or C++ programming. If a team can't bring their own, they should contact us to see if arrangements can be made.

Each team **must have 1 Codeforces account** to use for the contest. Submissions will be submitted via that account. The contest will open up at 1:00 pm ET on the contest date.

PClassic Spring 2024 will take place online on **Saturday, April 6th, 2024**. A map with parking locations and the competition building can be found here (If you have trouble viewing it try logging out of your google apps for education account). Upon arrival, teams should enter through the **Levine Lobby entrance**; it has big glass doors, and there will be signage to help find it.

Schedule (ET)

10:00	Arrival & check in begins.
11:00	Kickoff assembly
11:30	Table claim, set up, lunch, practice problem submission, etc.
12:30	Snack fort opens up
1:00	Competition begins
2:45	Shirt market opens up
5:00	Competition ends
5:20	Closing and Awards

Contest Format

- Teams of up to four (<= 4)
- Four (4) hours of competition time
- Two divisions **(please see division breakdown below)**
- 8 questions for each division, adjusted for difficulty & time limit
    - Some more difficult questions for Classic Division may overlap with some less difficult questions for Advanced Division
- Submission and scoring will be done via Codeforces
- We will **NOT** be providing stubs for this competition
    - We highly recommend you to be familiar with parsing inputs and handling I/O before the competition. This can be done by trying out a few problems on Codeforces!
    - A parsing tutorial can be found on our website.
    - You will have time (from approximately 11:30-1) to test out I/O on the day of the competition and ask any questions that you may have.

Permitted

- One Java, Python, C++ or Computer Science textbook for reference
- Referring to Javadocs (specifically: Java 8) or equivalent Python 3 or C++17 documentation
- **EXACTLY** one computer, setup for Java, Python or C++ programming
    - Some areas of the competition venue do not have an easily accessible outlet for computer charging. Thus, we encourage teams to bring multiple computers in case one runs out of battery, but you are only allowed to use

one computer at a time during the competition.
- Using the internet for problem submission

Not Permitted
- Use of electronic devices other than the team's computers
- Use of multiple keyboards (e.g. to enable multiple teammates to code independently)
- Getting help during the contest from people other than your teammates
- Use of the internet for anything else not explicitly permitted above
- Use of generative AI for coding.

Divisions
There are two divisions for this competition: **Classic and Advanced.** The **Advanced** division is meant for competitors who have non-negligible competitive programming experience. To assist in your decision of which division to sign up for, we encourage those who are familiar and comfortable with the following topics to sign up for the **Advanced** division. If you are not familiar with these topics, then we recommend that you sign up for the **Classic Division.**

List of topics for **Advanced Division**:
- BFS
- DFS
- Dijkstra's
- Dynamic Programming
- Segment Trees
- Strong Math Foundation

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.