
Programming Problem Instructions

Dear Student:

Attached is the programming problem set for your division. The programs can be completed in any order. When completed save the code to your flash drive. Please put your school name and division on the flash drive tag. About one hour after you start programming, proctors will be available to score your results. Your team captain and the proctor will both sign below each scoring section and the bottom of the score sheet to indicate that the scoring is accurate.

You must change the file name that accesses the data in your program prior to having your program scored. As an example: the code in Program #1 must be changed from reading as1-sample.txt to reading as1-test.txt.

Your outputs must stay on the screen long enough for the proctor to check them. If they scroll quickly up and off the screen they will not be scored. Your program will only be run once with the test data.

The only materials allowed are your authorized number of computers, pencil/pens and paper. Other electronic devices of all types and manuals can't be used in your test room. Students using devices or manuals will cause their team to be disqualified. Students are not allowed to connect to the internet during the contest. Previously written student code is not allowed to be on your computer or among your materials.

All appeals to the programming problems must be given to the contest director prior to 1:30 PM. The appeal must be in writing. It must include a complete description of your solution. It must contain your name, school name and division.

Our current plan is to make a series of announcements to alert you that 30 minutes, 15 minutes, 5 minutes and 1 minute remain in the contest. At the end of the contest, students should move away from their computers and wait for proctors to score any remaining unscored programs. If a program is tested after the end of the contest, it will have an execution time limit of 10 minutes. Programs tested prior to 12:30 PM must be completed by 12:40 PM.

At the end of the contest the proctor will collect your team score sheet and your labeled flash drive. Please put your school name and division on the flash drive tag. Save your programs using the program names provided at the top of each program sheet on the flash drive. The flash drive will be used to re-score programs that are appealed. If the flash drive is not returned you can't appeal.

Below is the listing of the programs for all divisions. All programs are worth 10 points. The order of the programs is not an indication of the level of difficulty.

2018-2019

AMERICAN COMPUTER SCIENCE LEAGUE**Programming Problem Instructions****All-Star
Contest**

| | JR | INT3 | INT5 | SR3 | SR5 |
|--|----|------|------|-----|-----|
| 1. ACSL Patience | X | | | | |
| 2. ACSL Stretch | X | | | | |
| 3. ACSL Time | X | | X | | |
| 4. Digit Expressions | X | X | X | | |
| 5. Pretty Print - ACSL Assembler Language | | X | X | | X |
| 6. TicTac Logic | | X | X | X | X |
| 7. ACSL Assembly Language | | X | X | X | X |
| 8. Ricochet | | | X | X | X |
| 9. Puzzle | | | | X | X |
| 10. Quad Tree | | | | | X |