

LOGIA

GENERAL RULES

- Participants should have a valid student ID card of their school or college or university to be eligible to participate in this event.
- Maximum of 2 participants is allowed in each Team.
- The event will consist of 2 rounds - Prelims and Finale
- All the rounds will be online and hosted on our Online Judge.
- Both the rounds will be pure Programming Contest rounds.
- Participants can use any language from C, C++, Java, Python (both version 2.x and 3.x).
- Inter-college teams are allowed.
- Only 1 machine will be allotted per Team.
- Internet and Book access during the contest is strictly prohibited. If any participant or team is found indulging in unfair means then that participant or team will be disqualified immediately.
- For C/C++, gcc/g++ compiler will be used, for Java, jdk 1.8 will be used, for Python latest version (for both 2.x and 3.x) will be used.
- Sublime Text 3, CodeBlocks, Eclipse will be separately provided as IDEs/Editors.

1st ROUND (Prelims)

- This round will consist of 5 problems in total.
- Problem statements will be of varying difficulty – Easy, Medium and Hard.
- Penalty of +5 minutes will be added to your total time for each non AC (AC: Accepted or Correct Answer) response from the judge when you submit your code for evaluation.
- Contest duration: 2 hours
- Top Teams will move to Round 2 (Finale). The exact number will be notified later.



2nd ROUND (Finale)

- This round will consist of 6 problems in total.
- Problems statements will be of varying difficulty – Easy, Medium and Hard
- Penalty of +5 minutes will be added to your total time for each non AC (AC: Accepted or Correct Answer) response from the judge when you submit your code for evaluation.
- Contest duration: 3 hours
- Top 2 Teams will be declared as Winners and Runners-Up.

SCORING & RANKING SYSTEM

- Easy difficulty problems – 25 points.
- Medium difficulty problems – 50 points.
- Hard difficulty problems – 100 points.
- For each problems you attempt you will either score full points or 0. No partial points are given for the correct test cases you solve.
- Teams will be placed on the leader board in descending order of total points earned by them.
- Tie breaking rules: If two teams have equal total points on the leader board then the team with the lowest Total Time taken to solve the problems (including the added penalties) will be placed higher than the other.
- Exact points for the difficulty level of problems mentioned above might slightly vary.
- The above scoring and ranking system is applicable for all the rounds of this event.

