

# 22<sup>nd</sup> Annual PACISE Spring Conference Programming Contest, *Hosted by* *Lock Haven University of Pennsylvania*

## Programming Contest Rules

1. Any violation of the rules may result in team disqualification.
2. All team members, including faculty and alternates, must be **registered for the conference** using the conference registration form.
3. There must be two or three undergraduate students per team. Each team must have only undergraduate students currently registered at that school.
4. Each team will use a single computer.
5. The contest will officially run from 9:00 AM until 12:00 PM. A group of 9 problems will be given to solve in this time period. They can be solved in C++ or Java.
6. Each team must bring a **blank** flash memory card (aka: USB memory stick, USB thumb drive) for use during the contest (64MB should be plenty).
7. Problems may require both file and console I/O.
8. Team advisors and coaches will **NOT** be allowed to help (**or hinder**) teams during the contest. All questions will be answered directly by our judges. Teams may ask for clarification of any problem from the judges. Teams are not allowed to access the internet for any reason nor can members from one team communicate with members of another team for any reason.
9. Approved reference manuals **are allowed** for teams, but **not textbooks**. Please see our approved reference material list. No previously written student code is allowed for use during the contest. Java programmers can use all standard Java classes and C++ programmers can use the STL.
10. Team members may not be in possession of any electronic devices including cell phones.

Problem booklets will be distributed to the teams just before the contest starts. Each team will get one booklet. The teams are not to open the booklets until instructed to do so by the contest chair. Teams may attempt the problems in any order. Teams may work on more than one problem at a time. Problems are not all of the same difficulty. Solutions all count the same, regardless of how difficult a problem is to solve.

11. When a team completes a program, **the team must copy their source and executable/class files onto the flash drive in a directory clearly labeled with the programming team's number and the problem number being submitted. The flash drive should contain only source code and executable/class files for the current problem being submitted.** The flash drive should be delivered to the team's assigned judge and the latest time stamp on the executable/class files will be used as the submission time. If the program produces the correct output

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for all input data, then the judge may look over the source code for the program. The judge may ask the team questions about their solution. Once the judge is satisfied the program is correct, the judge will award credit for the program. The last modified timestamp of the compiled files will determine the time the program is credited with being correct.

If the program was not correct, the team may attempt to fix any errors and resubmit the program. Each incorrect submission will add 10 minutes to the recorded time for this problem. Judges have the right to examine code and look over the shoulder of teams as they work. Judges will make multiple runs of the programs with different input data. Teams may proceed to work on other problems while waiting for the results from a judge.

12. Judges will not accept any flash drives with time stamps on any of the code after 12:00 noon.
13. Scoring is as follows: The winner will be determined by whichever team completes the most problems in the given time. Ties will be broken by determining which team finished the last correct solution first. For example, if two teams complete six problems, the team that finishes their sixth problem first will win. If a tie remains we will then look at the fifth correct solution and so forth. If all times are the same, then the team with the fewest incorrect submissions will be determined the winner. Because we are in multiple rooms, times must differ by two or more minutes to be considered different.
14. Refreshments are not allowed in the computer labs.
15. The contest chair's decision will be final.