

# NED UNIVERSITY OF ENGINEERING & TECHNOLOGY

DEPARTMENT OF COMPUTER & INFORMATION SYSTEMS ENGINEERING



## SPEED PROGRAMMING COMPETITION

### How it Works

#### Duration:

Contest will have two phases.

1. In first phase all competitors will have to solve given problems within two hours.
2. In second phase only top ten teams will have to solve given problems within one hour.

2 hour competition

15 minutes break

1 hour competition

#### Problems:

Each team will be given 8 algorithmic problems with inputs and 1 PC in first round.

Each team will be given 6 algorithmic problems with input and 1 PC in second round.

#### Specifications:

1. Allowable programming languages in which participant can make the programs for the given problems are:
  - C, C++ , C# , Java
2. Software Specifications:
  - I. Windows XP / SP2 / new installation
  - II. Visual Studio 2008 Express Edition
  - III. MSDN Library 2008
  - IV. Turbo C compiler 2.0 / 3.0

- V. NetBeans IDE 6.8
  - VI. Eclipse
  - VII. Java SDK 1.6u14 or higher ( and corresponding java Documents )
3. The competition organizers will provide the problem set, papers and pens.
  4. The use of standard libraries and functions (methods) provided with the IDEs is allowed.

### **General Rules:**

1. Each team should consist of 3 participants of undergraduate level of same university
2. Use of mobile phones and other communication devices is strictly prohibited during the competition. Anyone seen using devices will be immediately disqualified. Such devices should be switched off and placed in pockets / hand bags and not visible or accessible during the competition.
3. You are not allowed to collaborate with anyone else other than your team members during the contest. This includes discussing, sharing, or posting the problem statements or solutions. Any contestant found cheating or attempting to cheat will be disqualified. If you suspect another contestant of cheating, please report any claims.

### **Rules For Program Submission:**

1. The competition would include a number of challenging problems each of which would require you to develop some algorithm and get the output in a fixed format on the console.
2. Software PC<sup>2</sup>v9 will be used as the competition management system. Participants guide can be downloaded from :

<http://www.ecs.csus.edu/pc2/doc/v9/PC2V9TeamGuide.pdf>

### **Scoring Rules:**

1. Teams are ranked according to the number of problems solved; a team solving more problems is always ranked higher than a team solving fewer problems
2. Within a group of teams solving the same number of problems, teams are ranked by increasing "Penalty Points" (that is, the team with the lowest number of Penalty Points is ranked highest within the group). Teams only accrue Penalty Points for problems which the team has **solved**; unsolved problems do not affect the scoring in any way. Teams accrue Penalty Points for solved problems in two ways:

- i. One point for each minute elapsed from the start of the contest until the problem was solved (the time of SUBMISSION is counted as the "time solved"; it does not matter how long it took the Judges to judge it).
  - ii. A specific number of penalty points for each INCORRECT submission submitted to the Judges prior to a correct solution for the problem (runs submitted after a correct solution are not counted in the scoring)
3. If two or more teams have the same number of solved problems and exactly the same number of Penalty Points, ties are broken in favor of the team with the earliest time of the last correct submission (that being the time when the team "finished" the contest).
4. Live competition boards will be available on each terminal, but it will be disabled in the "**30 minutes**" of competition ;)
5. The scoring would hence be Yes/No i.e. either correct or incorrect.
6. The decision of the Judges will be final .

**Note:**

The Manager speed programming reserve the right to modify the above mentioned rules and regulations without prior notice. However a notice " **Updated since date**" will be placed on top of this document. So read the document atleast one day before leaving for the Competition.