CCSC:SE Programming Contest Handout

Welcome!

We're so glad that you've decided to test your mettle in the CCSC:SE Programming Contest. This handout provides a short overview of the contest software so that you know what to expect.

Rules

1. To be eligible to participate, each student must be enrolled in the college for which he/she is competing.
2. During the contest the following rules will be enforced:
   a. There will be volunteers available via a chat mechanism, who will aid in answering questions involving the contest system and will see that the contest rules are enforced.
   b. Each team will be responsible for ensuring that they have sufficient computing facilities (hardware and software).
   c. Contestants are allowed to utilize any printed materials, including information packets, sample programs and textbooks. Calculators are also permitted.
3. Judges for the contest will be members of the Consortium for Computing in Small Colleges. The procedures for submitting and judging problems are outlined on a separate document.
4. Teams will be ranked according to the number of problems solved correctly. Ties will be broken on the basis of the time required to finish and the number of judged runs.

Access the Contest System

https://contest.bjucps.dev

Schedule

Friday Night – Practice Contest (6 pm – 7:30 pm)
Saturday – Main Contest (10 am – 1 pm)
(Contestants should be logged in by 9:45 am)

Judge Responses to Submissions

Accepted – Your Solution was Correct
Wrong Answer – Your Solution was Incorrect
Time Limit Exceeded – Your Solution did not produce an answer within the time limit
Runtime Error – Your Solution crashed while running
Presentation Error – Your Solution produces output with a formatting mistake
Extra Output – Your Solution has non-required output mixed with required output
Incomplete Output – Your Solution is not printing all of the required output
Submission Rejected – Your Solution contains code that violates the rules of the contest.

To Win

The team to solve the most problems within the time limit wins. In the event of a tie, the team with the fewest penalty points wins. Penalty points are calculated using the following: (# of minutes from start of contest until correct submission of problem) + 20 points for each incorrect submission.