

CODE JAM 2017

Organized by IU20/21/DSU ACM Chapter

1 ELIGIBILITY

- Grades 9-12
- Public or private High School located within the IU20 & IU21 regions
- Team of 4 students (no alternates/substitutions)

2 HARDWARE/SOFTWARE AND OTHER IMPORTANT RULES

- A team should select one programming language and solve all problems using the same programming language.
- A team must bring two computers. One computer will be used for working on the problems and the second computer for displaying the output to the judges.
- At a given time, the team is working on only one problem using computer 1. Keep the other computer- computer 2 on the side. Once done, bring computer 1 to the judge and start working on the next problem using computer 2. So at any time one of the computers is being used for solving the problem, only when this computer is brought to the judge the other can be used for working on the next problem.
- All solutions must be written from scratch. No modification of pre-existing code is allowed. No copying of sample and/or help files is allowed.
- Use of Internet not allowed.
- Use of printers not allowed.
- Use of CELLPHONES NOT ALLOWED.
- Competitors may not start external sessions (ssh, ftp, or others) for any reason.
- A single reference book (e.g., textbook or language reference manual) may be used per team. No other documentation is allowed in the contest area during the contest.
- All advisors will remain in the competition area, but may not communicate with the team during the rounds.
- No extra time will be granted to compensate for lost time due to hardware failure, power outages, etc.
- Once you complete a problem, one team member will bring one computer with the solution to a judge. The judge will record the points based on the correctness of the solution. Note: you can keep working on the next problem using the other computer.
- At your station you will have the following at your disposal:
 1. Two computers (provided by the participants)
 2. Two copies of the problem set, printed.
 3. One calculator, sheets of paper and pens.

3 JUDGING CRITERIA

After completing each problem, one team member will check in with one of the judges and submit the solution. At this time, the judge will record the final assessment based on the following outcomes:

Assessment	Details/Criteria	Points
Accepted	The solution is correct.	3
Presentation Error	The solution is correct. The output was incorrectly formatted.	2
Time Error	The solution and presentation are correct. The program was too slow (More than 1 min).	1
Wrong Answer	The output is incorrect.	0
Runtime Error	Divide by zero, segfault, exception etc.	0
Compile Error	The program did not compile.	0

The score for each problem will be multiplied by the final assessment number to calculate the final score for the problem. The score for all problems submitted will be added to calculate the final score for the team. The teams should aim to achieve the highest score.

- ❖ If a problem is re-submitted and not skipped, the team will receive a score = Points received * 0.8
- ❖ If a problem is re-submitted and skipped, the team will receive a score = Points received * 0.6
- ❖ If a problem is skipped, the team will receive a score = Points received * 0.4

4 JUDGING RULES

- The winner is the team who scores the highest points.
- Ties are broken by assigning additional problems to the top two teams.
- Both input and output format are crucial. Adhere to them precisely to avoid getting solutions judged as incorrect.
- Style of the solution will not be considered in the judging.
- Decision made by the judges is final.