

Programming Competition

Online Registration Link: <refer to provided Reg Link in our Facebook Page>

A team-based programming contest where participants solve algorithmic problems using C, C++, C#, Java, or Python. Each school may send up to two (2) teams of paired competitors. Teams are evaluated based on correctness and performance under timed conditions, with rankings determined by average score and completion time.

1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send up to (2) groups of competitors.
3. Participants will compete in teams of two (2), each of which will have to participate in the competition.
4. The competition will be conducted on the CodeChum platform.

To familiarize themselves with the CodeChum environment, all participating teams must watch this recorded video: <https://bit.ly/CodeChum-Onboarding>.

For further clarification, participants may email bernadette@codechum.com or message CodeChum via their official Facebook page.

5. The programming languages for the competition are C, C++, C#, Java, and Python.

PRE-COMPETITION REQUIREMENTS

A. Sign-Up

- a. All team members must sign up for an account at app.codechum.com.
- b. Usernames must be in the following format:
School-LastName (e.g., CITU-DelaCruz).
- c. During the sign-up process, the participants must use their actual first and last names, along with an active and valid email address.

Note: Please ensure you choose a student as the type of account. Participants with existing accounts in CodeChum may use their current account for the competition.

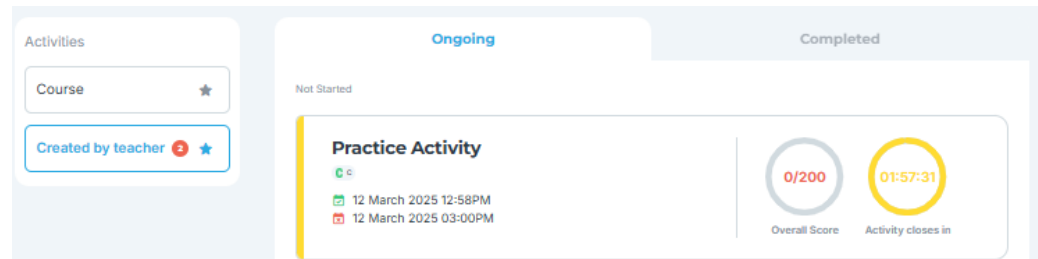
- d. After signing up, participants must submit their registered email address to the main organizers and wait to be officially enrolled in a class, where they can start answering the practice activity.

B. Practice Activity

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- a. Once enrolled, the team should regularly check their class for the **Start Time** and **End Time** of the practice activity under the “Created by teacher” sections.



- b. Complete the practice activity within the given time period to familiarize with the environment.

DURING THE COMPETITION

1. Each member will log in at app.codechum.com using the account they used to answer the practice activity.
2. Wait for the start time of the activity titled “**Final Round.**” While waiting, only the browser with the CodeChum tab should be open.
3. Upon starting, each participant will be forced to go to full screen and will not be allowed to exit the full screen or switch between tabs until they have finished the contest activity. Violating this more than **three times** will result in disqualification for the participant.

Note: In case of any accidental exit from full screen, immediately inform the facilitator before resuming the competition.

4. The contest activity will last for **three (3) hours** and will **contain five (5) programming problems** that can be answerable any of the five (5) programming languages they prefer.
5. Brute force solutions (i.e., using multiple if statements based on test case inputs and outputs to game the system) are strictly prohibited. Submitting even one such solution will result in a score of zero (0) for the member.

Sample brute force solution:

```
# Problem: Find the area of the rectangle
length = int(input("Input length: "))
width = int(input("Input width: "))

if length == 1 and width == 1:
    print("Area is: 1")
elif length == 2 and width == 2:
    print("Area is: 4")
elif length == 3 and width == 3:
    print("Area is: 9")
```

Correct way to do it:

```
# Problem: Find the area of the rectangle
length = int(input("Input length: "))
width = int(input("Input width: "))

# Correct way to do it:
area = length * width

print("Area is: %d" % area)
```

6. The entire competition is monitored in strict compliance by the facilitators, and any act of cheating or violation of the rules and regulations of the competition may result in disqualification.

WINNERS IN THE COMPETITION

The ranking of the team will first be based on the highest average of all the scores of the participants. In the case of a tie, the next determining factor will be the total time taken to finish the contest activity (i.e. the one with the shorter time wins).

FILING OF PROTEST

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1. Only coaches/facilitators may file protests to CodeChum. Protests must be based on one or more of the following circumstances:

- Clarification on the given problem/questions
- Violation of the competition rules
- Team misconduct
- Contest officials' gross misconduct.

2. Controversies and objections will be resolved by the CodeChum team immediately before the conclusion of the competition.

3. The decision of the CodeChum team is final and binding.

6. Winners will receive the following:

- **Champion** - Cash Prize, Certificate and Plaque
- **1st Runner-up** - Certificate and Plaque
- **2nd Runner-up** - Certificate and Plaque