

Speed Programming Rules

Combat' 09

2nd All Pakistan Programming, Software and Hardware competition.

ELIGIBILITY CRITERIA:

In order for a person to participate in this competition, all team members must be enrolled in an undergraduate degree program or have completed his/her Under-Graduate studies.

A team/group may consist of minimum 1 and maximum 3 members belonging to the same institute. The Committee reserves the right to reject teams that are not in full compliance with these rules on grounds, which are defined below.

REGISTRATION:

The complete registration requires the following documents to be submitted before the deadline.

- Online registration form
- Student certification form
- Registration fee

The registration form is available on the **COMBAT** website(<http://www.combat.org.pk>), at the registration link of the Speed Programming Competition.

The form must be filled and submitted online.

All participants must submit the "Student Certification Form" signed by the academic officer of their institute to identify them as currently enrolled undergraduate student of the institute.

COMPETITION RULES:

- Each team has the same type of workplace available, which includes one computer.
- Teams are allowed to bring books, notes, manuals and listings on paper.
- Participants are not allowed to communicate with other persons during the contest, except with members of their own team and the Jury.
- It is strictly prohibited to use any form of I/O in the submitted solutions other than standard input/output.
- Solutions to the problems have to be written in C#, Java-Net Beans, VC++.

JUDGMENT:

- The Jury is responsible for judgment of submitted solutions.
- The Jury is responsible for the final judgment.
- In exceptional cases, the Jury reserves the right to make amendments to the judgment rules.
- Decisions by the Jury are final.
- The Jury determines the final team ranking as follows:
Teams are sorted by the number of accepted solutions, in descending order. When two or more teams have the same number of accepted solutions, these teams will next be sorted by total time, in ascending order.

The total time is the sum of solution times for all problems. The solution time of a problem equals the time passed between the start of the contest and the time at which a correct solution for that problem was submitted. Plus penalty between each time for the problem that is unaccepted solution was submitted and the problem accepted.

SUBMISSIONS:

- Submissions of solutions are handled by an automated jury system. The Jury is responsible for the behavior of this system and will monitor it during the Contest.
- For each problem, the automated jury system has a reference solution and test data.
- The time and memory limits are set per problem and are not announced to the participants.
- Each submission results in a judgment, which is made available to the team responsible for the submission.
- A judgment consists of exactly one of the following messages: Accepted
Compilation error
Execution error
Time limit exceeded
Incorrect output

A solution for a problem is accepted when it produces an output that corresponds to the output of the Jury's solution, without exceeding the time set for the compilation for that problem.