Computer Science Competition

Programming Session Instructions

General Directions:

1) DO NOT OPEN PROBLEM SET PACKET UNTIL TOLD TO DO SO.

2) You have two hours for the contest. If your team finishes the problem set before the end of the allotted time, remain quietly at your seats until told to do otherwise.

3) You may work the problems in any order. If a problem is omitted, no points are given or subtracted.

4) A team may bring two printed Java reference books. These must be published works that are available to the general public, and they must be reasonably free of handwritten notes. A book on CD or stored on the computer's hard drive is NOT an acceptable reference. The contest director shall have authority to approve or disapprove any reference book. You may access your compiler's built in help files during the contest. You may have on your computer the Java API, as well as the Java Standard Library Documentation (Java API docs), and may use it for reference during the contest.

5) Scratch paper will be provided by the contest director if needed.

6) Calculators are not permitted. However, you may use your computer's built-in calculation functions.

7) After the contest ends, complete the enclosed Team Verification Form and turn it in according to the contest director's instructions.

Scoring:

1) Correct solutions receive 60 points. Incorrect solutions receive a deduction of 5 points but may be reworked and resubmitted for additional consideration. Point deductions for incorrect solutions are included in the final team score ONLY for problems that a team ultimately gets correct on subsequent submission(s). However, you must give every solution you submit your best effort; do not waste your time or the judges' time submitting solutions you know are incorrect.

2) Final Programming raw scores will be added to the team's raw score on the written exam to determine the team's final contest score. A perfect score for programming is 720. A perfect overall team score is 1440.