

## Section 928: HIGH SCHOOL COMPUTER SCIENCE CONTEST

### (a) THE CONTEST.

- (1) **Purpose.** The Computer Science Contest challenges students to study a broad range of areas in computer science, to gain an understanding of the significance of computation as well as the details of programming, to be alert to new technology and information in computer science, to gain an understanding of the basic principles as well as knowledge of the history and philosophy of computer science and to foster a sense of enthusiasm about computer science.

- (2) **Format.**

- (A) **Test Questions.** The written exam for individual and team contestants and a programming session for teams will focus on computer science programming knowledge and skills rather than on mathematical engineering or other subject applications.
- (B) **Materials.** For the programming sessions, teams shall bring their own media for submitting solutions to judges when applicable. Teams shall be prepared to bring a computer to use for competition, including all necessary hardware, cables and software. Each team may use only one computer during the contest. A printer may be used but is not required. Refer to the *Computer Science Handbook* and UIL website for additional guidelines.
- (C) **Calculators.** Calculators are not permitted. During the programming portion of the contest, a computer's included calculation functions may be used.

### (b) ENTRIES.

- (1) **Individual Competition.** Each member high school may enter as many as four individuals in the district meet, or a maximum of six individuals with district executive committee approval.
- (2) **Team Competition.** A school shall have a

minimum of three contestants compete in order to participate in the team competition, which shall include a written exam and a team programming session. All team members shall take the written exam. For teams with four members, the team's coach shall decide which three members will participate in programming. Schools that do not participate in the programming session shall not qualify for team placement, points or advancement, unless only one school entered enough contestants for team competition. If only one team is entered, conducting the programming session is encouraged but not required.

- (c) **QUALIFICATION.** Individuals, teams and wild-cards qualify for the next level of competition according to Section 902.

### (d) TIES

- (1) **Individual Competition.** In the event of a tie, the formula for percent accuracy shall be used to break the tie. The formula is: percent accuracy equals number of problems correct divided by number of problems attempted. The contestant with the highest percent accuracy shall be awarded the higher place. If the percent accuracy scores are the same, then a tie exists.
- (2) **Team Competition.** If two or more teams tie for first, second or third place, the scores in the programming session will be considered first. If a tie still exists, the scores on the written exam will be considered, followed by a total written exam score tiebreaker if necessary. For four-member teams, the total written exam score tiebreaker means adding in the fourth score. For three-member teams no additional score is added. The team with the highest total written exam score wins the tiebreaker. If a tie still exists, it will not be broken.