

IEEE SoutheastCon 2008 Software Competition Rules

Huntsville, AL
April 5, 2008

These rules are modeled after the ACM International Collegiate Programming Contest.

Introduction

The IEEE SoutheastCon software competition will challenge teams of up to three undergraduate students to exercise problem-solving abilities and programming skills to solve a set of given problems in a three hour time. Teams will be judged on the number of problems correctly solved, and the amount of time required to solve them. The competition will be held during IEEE SoutheastCon 2008 in Huntsville, Alabama starting at 8:00 am on Saturday, April 5, 2008.

Eligibility

Any undergraduate student enrolled at least half-time at the time of the competition is eligible to compete. A team is comprised of up to three undergraduate students, every team must be sponsored by an appropriate institution, and only one team per university will be allowed to compete. There is no entry fee for the competition, however all team members must be registered for the IEEE SoutheastCon conference. In addition, teams must register for the software competition by submitting the registration form prior to the conference. Due to limited computer availability, teams should register by March 1st to guarantee a spot in the competition. Late entries may be rejected based on availability.

Reference Materials

No electronic media and no electronic devices of any kind (calculators, cell phones, pads, etc) may be brought into the contest area. Contestants may bring books and notebooks (no loose paper, please) for use during the competition.

Conduct

No outside help may be received during the competition. Participants are permitted to communicate only with their teammates, and contest staff (when necessary). Computers will be networked to allow for problem submission and communication with judges, however any other use of the network connection is prohibited. Any attempts to either obtain information from, or to interfere with

other teams is prohibited. A team may be disqualified for violation of these rules, or for any activity that disrupts the competition or disturbs others.

Competition Hardware Platform

The competition hardware platform will be based Sun workstations running the Solaris 10 Operating System. Each station will have C and C++ compilers from Sun Studio 12, text editors, and the competition management software.

Practice Round

Prior to the start of the official competition, each team will have the opportunity to practice on the competition platform using the supplied compilers and text editors. This practice round will be limited to one hour.

Competition Format

At the outset of the competition, each team will receive, on paper, six or more problems. The problems are independent and may be solved in any order. Each team's goal is to solve as many problems as it can in the allotted three-hour period.

Scoring

The team that correctly solves the most problems wins.

The solutions are judged solely on functionality, with no consideration given to programming style, efficiency, or documentation. However, solutions will be allowed a maximum run-time of two minutes. Programs that do not complete within this time limit will be considered incorrect.

In the event of a tie, the total problem time will be considered to determine the winner. The "time" is calculated by summing the time required for each solved problem. The time assessed for a solved problem is the time elapsed from the beginning of the competition to the submittal time of the earliest correct submission. Twenty penalty minutes are added for every incorrect submission for that problem no matter what the submittal time (even after a correct submission). There are no penalty minutes for a problem that is not solved.

Appeals

If irregularities or misconduct are observed during the contest, team members should bring them to the attention of the competition officials so that action can be taken as soon as possible. The decision of the officials on all issues is final.