

## 2015 REGION 3 STUDENT SOFTWARE COMPETITION

The Region 3 Student Software competition is held annually in conjunction with SoutheastCon. Student teams are presented with programming problems and asked to code solutions. The solution codes are judged according to the defined metrics of the problem. The goal of the competition is for students to demonstrate general programming skills while learning new skills and having fun in a competitive environment.

### TIMELINE AND PARTICIPATION

Saturday – April 11, 2015     Student Software Competition

Teams shall consist of two or three students.

Each team must register for the Student Software Competition by April 1, 2015 at: <http://ewh.ieee.org/reg/3/southeastcon2015/StudentRegistration/software.html>

All competitors must be student members or graduate student members of IEEE in Region 3 at the time of the competition.

All competitors must be registered for SoutheastCon 2015.

Only one team is allowed per Region 3 student branch.

### COMPETITION DETAILS

- *Competition Computing Environment* – Teams are allowed to bring one laptop with C++ and/or JAVA installed. Only one laptop per team allowed during the competition. A second laptop may be brought as a backup, and must remain powered off until the judges have determined it may be used to replace the original machine. All laptops must have one USB port available and must remain disconnected from any network (e.g., Internet) during the competition.
- *Competition Format* – Multiple problems will be posed, and teams will receive all problems at the start of the competition. Problem solutions will need to avoid dependence on any particular computing environment. Problems will be independent and may be solved in any order. Teams will have three hours to solve as many problems as possible.
- *Competition Scoring* – Teams will be ranked according to the total number of problems solved. Ranking among teams solving the same number of problems will be based on the overall runtime of their solutions, where the team with the shortest overall runtime is the highest ranked team in the group. Any resulting ties will be resolved by the competition judges based on the overall quality of all problem solutions by the teams in question.
- *Competition Judging* – A team of independent judges will score the problem submissions and determine if a problem has been solved. The decisions of the judges are final. The competition judges are empowered to adjudicate unforeseen events and conditions.
- *Team Conduct* – Teams may not communicate with anyone during the competition. Team captains may approach the competition judges with requests for clarifications in problem statements. Any clarifications deemed necessary by the judges will be disseminated to all teams. Other than the team laptop, no electronic devices of any type may be brought into the competition area. Teams may bring books and notebooks for use during the competition, but no loose paper is allowed. Teams may be disqualified by the judges for

any activity that jeopardizes the integrity of the competition, such as accessing the Internet, utilizing an unauthorized electronic device, or any unprofessional behavior.

- *Competition Awards* – Awards for the first, second and third place teams will be presented at the SoutheastCon 2015 Awards Banquet.