

# 2018 IEEE REGION 3 SOUTHEASTCON

## STUDENT SOFTWARE COMPETITION RULES

The Region 3 Student Software competition is held annually in conjunction with SoutheastCon. Student teams will be presented with a set of programming problems and are asked to code solutions during the contest time period. 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.

### 1. TIMELINE

<b>Friday, April 13th, 2018</b>	Registration deadline
<b>Saturday, April 21st, 2018</b>	Student Branches compete at SoutheastCon and winners are announced during the Awards Ceremony

### 2. RULES

- **All teams must bring their own laptop (one per team) with all necessary tools ready**
- Teams must consist of up to three undergraduate students
- All competitors must be student members of IEEE in Region 3 at the time of the competition.
- All competitors must be registered for SoutheastCon 2018 at:  
<http://ewh.ieee.org/reg/3/southeastcon2018/index.html>
- Only one team is allowed per Region 3 student branch.
- Besides the laptop, all other electronic devices are prohibited during the event (calculators, cell phones, tablets, etc.).

### 3. COMPETITION ENVIRONMENT

There will be a set of problems disclosed at the start of the competition that each team will have to solve. Problem solutions will need to avoid dependence on any computing environment. Problems will be independent and may be solved in any order. Teams will have 4 hours to solve as many problems as possible. All allowed languages and their supported compilers are listed in the table below:

Language	Compiler
C/C++	GCC 5.4.0
JAVA	JDK 1.8.0
Python	Python 2.7.12

### 3. TEAM CONDUCT

Teams may not communicate with anyone outside of their team during the competition. ***Only Team Captains may approach the competition proctors with requests.*** Any clarifications deemed necessary by the proctors will be disseminated to all teams through the medium announced at the start of the competition, otherwise no clarification will be given to any one team. As stated previously, no electronic devices are allowed into the competition area other than the laptop brought by the team.

Teams are allowed to bring with them reference material (book or student notes) that can be measured with a thickness of up to 2 inches. Only one set of reference notes per team will be allowed. Anything else that does not meet these requirements will be confiscated.

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. It is suggested that teams review the IEEE Code of Conduct for specific questions on how to act. This is linked below for accessibility:

[https://www.ieee.org/about/ieee\\_code\\_of\\_conduct.pdf](https://www.ieee.org/about/ieee_code_of_conduct.pdf)

### 4. COMPETITION SCORING AND JUDGING

Upon completion of a problem, teams will need to submit the source code through an automated submission client. Ranking will be done according to the number of problems solved and their correctness. In the case of a tie, a team of independent judges will score the problem submissions and determine the scores. The decisions of the judges are final. The competition judges and head proctors are empowered to adjudicate unforeseen events and conditions.

### 6. COMPETITION AWARDS

Awards for the first, second, and third place teams will be presented at the SoutheastCon 2018 Awards Banquet. All team leads are suggested to attend or have a representative from their school present.

## Revision History

<b>Date</b>	<b>Version</b>	<b>POC</b>	<b>Notes</b>
02/08/2018	1.0	Victor Basantes victor.basantes@ieee.org	First release of rules
03/24/2018	2.0	Victor Basantes victor.basantes@ieee.org	Added competition environment and judging details