

HSPC Rules and Information

Competition Rules

Teams will consist of 4 student members. One computer will be provided to each team, and no other electronic equipment (including thumb drives) will be allowed in the contest space. Teams may not use web browsers, telnet, ssh, ftp, sftp, or other network software. Teams may, however, bring some printed reference material.

Coaches may not be present in the contest space during the actual competition, and teams may not discuss the problems with other teams, their coaches, or other persons outside of their team.

A network printer will be provided. Printed material will be brought to teams by a contest staff member.

Teams will not be allowed to leave the contest space unless escorted by a contest staff member.

With the exception of bottled water, there will be no food or drink allowed in the contest space. Refreshments and a lunch will be provided before and after the competition.

Programming Environment

Each team will be permitted to login to one Ubuntu 12.04 LTS machine. The programming language will be Java (no classes outside of the normal Java library will be provided), C, and C++ (STL library only). API Documentation (JavaDocs and STL docs) will be provided.

Contestants will be able to work in their choice of Eclipse, gedit, vi, or emacs. Any other non-contest software is prohibited.

Programs must not use file I/O. Everything must go through standard I/O.

Scoring

Teams may work on and submit problems in any order. Programs must execute in under 30 seconds to be considered correct. The team with the most problems judged correct at the end of the contest is the winner. Secondary scoring will be based on the time of submission, with 20 minutes added for each incorrect submission. The contest director reserves the right to adjust the time scores to allow for unforeseen circumstances. The judge's decision is final.