

The 25th PACISE Conference Programming Contest

West Chester University of Pennsylvania

Programming Contest Information and Rules

Team Composition

- All team members, including faculty and alternates, must be registered for the conference using the conference registration form and submit the food selection form. Any team with one or more members unregistered for the conference will be disqualified.
- There will be two or three undergraduate students per team, plus alternates. Each team is comprised solely of undergraduate students currently registered at that school.

Location and Hardware

- The programming contest location is in 25 University Ave. We will be using rooms: 139, 141 and 147. Room 147 is equipped with PCs running Fedora Linux and rooms 139 and 141 are equipped with PCs running Windows XP.
- To facilitate portability in case of any difficulty, the platform will be our Linux server named taz. Each team will be assigned its own account on taz, and solutions will be submitted electronically using a script named *PC²*. *PC²*'s manual is included in this document.
- All programs must be written in C,C++ or Java. The compilers installed on taz include g++ ,c++, gcc, cc, and Java 1.6.0_17.
- All programs must be written in a plain text file and compiled in a shell. The text editors installed on taz include emacs, vi and nano. Therefore students are not allowed to use any IDEs.
- Each team will be allocated one computer.

Contest Time

- There will be a practice session which begins Friday evening at 7:30 PM for the purpose of familiarizing participants with the computing environment. Teams will be taken to 25 University Ave. rooms 139, 141 and 147 for directions on using our machines and the PC^2 , followed by a practice session with one sample problem. This practice session ends at 9:30.
- The contest will officially run on Saturday April 10th from 8:00 AM until 11:30 AM. A group of 5 problems will be given to solve in this time period.

Contest Procedures, Rules and Restrictions

- Any participant accessing the web for any purpose outside of accessing reference material will cause their team to be immediately disqualified.
- Ordinary course textbooks are prohibited, but texts that are specifically language references are permitted.
- No previously written student code is permitted to be used during the contest. Programmers may of course use standard elements of the language.
- All decisions of the judges and/or the contest chair regarding permissible references are final.
- Team advisors coaches, and alternates are NOT permitted to help (or hinder) teams solve problems during the contest.
- Team members may not be in possession of any personal electronic devices including cell phones. Electronic devices should not be brought into the contest location. Teams may arrange with their coach/advisor to have them hold these devices.
- The conference organizers can not be responsible for the security of unattended electronic devices.

Refreshments

Refreshments will be available, but are strictly prohibited in the computer lab where the contest is held.

Rule Violations

Violations of the rules may result in team penalties or disqualification. All decisions of the contest judges and/or contest chair are final.