

ICTSA Programming Contest 2010 Rules

February 2010

1. The competition will start on Friday 26th February 2010, and finish on Sunday 28th February 2010.
2. All information pertaining to the Programming Challenge can be found on the following websites:
<http://programming.ictsamalta.org>
<http://www.cs.um.edu.mt/gordon.pace/Workshops/ICTSAPC2010>
3. Teams can be composed of not more than 4 people.
4. Teams can fall into one of two categories:
Student teams: Teams consisting only of students studying at any educational institution fall under this category.
Industry teams: A team may also consist of programmers from a *single* company. Such teams will fall under the Industry category.
5. Teams have to register on the ICTSA website and pay the participation fee of 20 euros by 25th February 2010.
6. The task will be made available on the website on Friday 26th February 2010 at 8pm Standard Zeus Time¹
7. Clear criteria upon which the entries will be judged shall also be published on the website on 26th February 2010 at 8pm Standard Zeus Time. The criteria will have no subjective element, and will simply be based on the quantifiable performance (eg quality of results, speed of calculation of results, etc) of the program.
8. Registered teams can submit their solutions on the website, and must be posted before 8pm Standard Zeus Time of Sunday 28th February 2010.
9. If a team has any questions regarding the assigned problem during the competition, they may ask them on the designated Google group which

¹All references to time in these rules are in Standard Zeus Time the time as set on the zeus machine of the Computer Science department at the University of Malta and shown on the competition website.

can be accessed through the competition website. Only questions posted to the group will be answered.

If a team has any non-task questions, they may be sent by email to info@ictsamalta.org.

10. All submitted solutions are to be in the form of a zip file with (i) a text file identifying the team and any special notes/instructions; (ii) an executable file and (iii) any other necessary files. The program and additional files must reside in a single directory. No source files, installation packages, or programs which require absolute filepaths will be accepted. All programs will be run on a Pentium PC running Windows with the latest version of the .NET framework and Java Virtual Machine, to enable fair execution time comparison if required. This does not preclude executables produced from programs written in any other language. Any submissions not in this format will be automatically disqualified.
11. There are two categories of teams, with separate prizes:
 - Student teams:** A First Prize of 250 euros and a Second Prize of 150 euros will be awarded to the best two submissions (from teams in this category) as judged according to the published criteria.
 - Industry teams:** The winning entry in this category as judged according to the published criteria will be awarded an appropriately inscribed trophy.
12. The winners will be announced on 6th March 2010 in an activity to be organised by ICTSA. More details will be posted later on the website.
13. The decision of the judges is final. Complaints can be sent to the judges. They will be ignored, except for the name of the complaining team being posted on a special Sad Bad Losers page on the Programming Challenge website.