

# CODE BASH 2025

We have gotten a lot of questions about pretty much everything to do with CODE BASH, so we are going to try to address as much as possible in this document.

First off, we did not realize there would be this much interest from people unfamiliar with the UIL CS competitions we have in Texas. That's great, you are welcome to participate. The Texas UIL CS competitions are awesome and provide great experience for students that participate.

## **Answers to general questions:**

### **Who is the CODE BASH team?**

We are the Texas UIL Computer Science state contest directors. We write all of the problems and questions for the Texas UIL Computer Science contests. We are former UIL Computer Science contest competitors, college competitive programming team participants, and current professional software engineers. Competing in the Texas UIL CS contests prepared us for college and technical interviews so we want to pass on what we know to others.

### **What is the format of the contest?**

CODE BASH will follow the Texas UIL Computer Science contest format.

The Texas UIL CS contest has 2 parts : a programming section and MC objective section

The programming section of a UIL CS contest consists of a team of 1-3 students trying to solve 12 CS problems of varying difficulty within a 2 hour span. Each team gets one computer collectively, and no internet access, and no use of any tools other than a compiler and a printer, so teamwork is very important.

Scoring will be per UIL guidelines for the programming section (60 points per problem, -5 for each incorrect submission, only added once you have correctly solved the problem).

The UIL CS MC objective section consists of a 40 question written exam that is taken in 45 minutes. The scoring for the written (+6 for each right answer, -2 for each incorrect)

Here is a link to the Texas UIL CS page (<https://www.uiltexas.org/academics/stem/computer-science>) for review.

CODE BASH will provide the opportunity for schools to compete in both the programming and MC objective sections.

Some schools may choose to only compete in the programming section.

The programming section will be hosted on Hackerrank.

### **When is the deadline to register?**

October 5<sup>th</sup> is the registration deadline

Registration form. <https://tinyurl.com/y67u99mc>

## What are the 2 different divisions?

There will be a teacher monitored / proctored division and a self-monitored division.

The teacher monitored division should be proctored by a teacher and held at a school. The teacher will allow teams to work on the programming problem section for no more than 2 hours. Teams can consist of no more than 3 students and can only use 1 computer.

There are no such limits on the self-monitored division, so anyone can compete, with or without a team, and you have up to a week to solve the programming problems. You can spend all of the time you want within the dates the contest is open. Teams can consist of no more than 3 students.

Teams competing in the teacher proctored contest **MAY NOT** enter the self-managed contest before they complete the teacher proctored contest.

Teams that enter the teacher proctored contest **AFTER** entering the self-managed contest will be disqualified.

We **WILL CHECK TIMES**.

## How long will CODE BASH last?

Both divisions will remain open from October 6-12. Schools can compete at any time during those dates. Schools and teams can set their own times that work best.

## What is Hackerrank?

Hackerrank is an online programming site used by companies for technical interviews. Problems and contests are created within Hackerrank. Teams submit solutions to the posted problems which are tested against cases created within the Hackerrank system.

Hackerrank practice contest. <https://www.hackerrank.com/code-bash-2025-practice>

Hackerrank teacher proctored contest. <https://www.hackerrank.com/code-bash-2025>

Hackerrank self-managed contest. <https://www.hackerrank.com/code-bash-2025-sandbox>

Each team registered will need ONE single Hackerrank ID that the team will share.

The practice contest is a great way for teams to see how this will work.

## How will the written MC objective section work?

We will distribute the 40-question exam with no real method of administration from our side. If you want to have students take the test in a 45 minute span, grade them, and send us the scores, we will compile those and see where it goes from there. We are working on prizes for both the programming and MC written sections.

## Can students join solo?

Yes, it will be more difficult working on your own, but it's certainly allowed and possible.

**How approachable is this contest for those new to coding?**

The problems have varying difficulty, so even a beginner will be able to attempt the first few problems, and both the written and programming are very good ways to learn about CS.

**What does novice and advanced mean?**

Novice teams are new to programming and contests with less than 1 year of experience writing code. Advanced teams have written code for a bit and competed in the past.

**Can a teacher/coach/school sponsor more than one team?**

We are not limiting contestants at all, so any school can have as many or as few teams as they want, just please try to closely monitor any teams enrolled in the teacher-proctored division to prevent cheating. We also ask that you try not to have teams with more than 3 students each.

**Will solutions be scored based on efficiency as well as producing the correct output?**

Yes, to a degree. Incorrect submissions on a problem will deduct points from your total, but only if you actually solve the problem in the end. You cannot lose points for incorrect submissions on a problem you never solved.

**Is this open to students from states besides Texas?**

Yes absolutely, a lot of the concepts in both the written and programming sections are very applicable to any student taking computer science courses. You would just need to get acquainted with the format of the contest first, but we welcome anyone who wants to participate.

**Which languages can be used?**

As of right now, our intention is only to use Java for both divisions.

**Will we be monitoring for AI?**

No. We will not be monitoring for AI, but it is usually quite obvious when AI is used.

In the teacher monitored / proctored division, we ask that you do not use any sort of AI or internet while competing. Teams should compete based on what they know rather than what they can copy / paste.

In the self-monitored division, we recommend attempting to solve the problems following the same guidelines as the teacher monitored division. See what you know rather than what you can copy / paste from the internet. If you get stuck and want to use google, that is your choice.

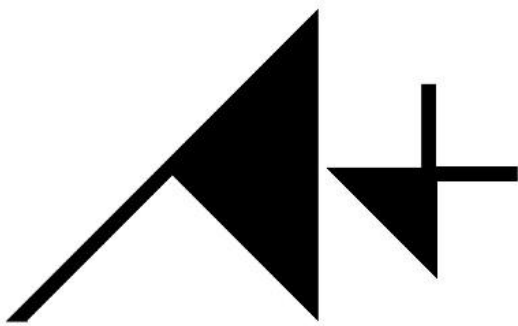
### **What about the prizes?**

Well, we are working on that. More to be announced later. It will be a surprise to all of us.

Please let us know if you have any other questions, this should be fun!

## **The CODE BASH Team**

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