

17th Annual Seven Lakes High School Computer Programming Kickoff Classic Saturday October 16, 2021

Format - The problems will be UIL Format. There will be a two-hour time limit for the 12 to 18-problem packet. Each program will be worth a fixed number of points. Each incorrect submission will be a penalty of 5 points, but that penalty will only be added on if that program is turned in correctly. There will be no written contest for this year's contest. Teams can choose to be in person or online.

This is a wireless programming contest

- We will use the PC² submission/judging/scoring system via an 802.11x wireless network. Please ensure that your computer is wireless-capable before the event day. If you can connect to a public wireless network (e.g. the public library or Panera) and browse the Internet, you should be in good shape. Some school computers have security lockdowns that prevent wireless configuration, so please verify this before you come.
- Each team will receive a unique team login and password for the competition.
- Programs must be a standard DOS or Windows console application. No GUI programs.

A limited number of wired connections will be provided

Flashdrives - We will be using a PC². Flashdrives will be used only as an emergency backup plan.

Languages - Java 8 or higher, Python 3, please inquire about other languages you are interested in using.

Materials - Teams may use 1 reference book. Calculators are not allowed.

Prewritten Code - Pre-written student code is not allowed. Students MAY create classes, files, templates at the beginning of the contest (during the 2-hour time limit) and use them during the contest itself.

Divisions - We will have **three** divisions.

Novice - Students who are enrolled in a first year java class. This should be the student's first computer science programming contest. If it is not, they should be enrolled in the advanced programming contest.

Advanced - Any students

Online - Due to the pandemic, some schools may not be able to attend in person, there will be an online version for those teams. Please email paulmstroud@katyisd.org for more information on the online contest.

Problem Difficulty - Our packet contains 12 to 18 problems of varying difficulty. Each division will utilize the same packet. Our goal is to challenge the participants, but not to defeat them.

Schedule -

8:00am	Set-up and Registration	
all times	9:00am	Introductory Remarks and Rules
are CDT	9:30am	1-problem Practice Round
	10:00am - noon	The Programming Contest
	noon - 1:00pm	Appeals and Clean-up
	1:30pm	Awards (Sooner if possible)

Cost - \$30 per team. A team is comprised of no more than 3 individuals.

Checks should be made payable to Seven Lakes High School

Goals-

1. We want to provide an opportunity for success for your students.
2. We want to offer a packet that is clean, workable, and challenging.
3. We want to provide a positive start to the Computer Science Contest Season.

Awards - The Top Ten teams in the novice and advanced division will receive awards. The top three online teams will receive awards.
The Top Ten individuals in each division will receive awards for the written test.
Team Tie-breakers will be based on the time of the team's last correct submission.

Food - There will be a snack booth. Pizza will be sold at the beginning of the contest.

Tiebreaking Scores -In case of a tie, the team whose last correct submission is the earliest wins the tie.

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Please inform us of your attendance by Oct 13th, 2021

After that time, please contact Paul Stroud to see if space is still available.

If you know of anyone else interested in attending, please let them know.