2019 High School Coding Competition – UNH Manchester
Winners will be posted here:

Sat April 06, 2019, 9:00 - 11:00 PM
I code therefore I am!

Contest Rules on Google Drive

- *All teams need to have ONE gmail account.*
- *The instructor must send those emails ASAP so we can prepare the folders and give you a team number* (send to: **mmalita@comcast.net** and CC: **ss1523@wildcats.unh.edu**)
- *Teams will receive an invitation when done (also CC: instructor).*
- *Teams need to check their folder and upload a **unhXhello.txt** file.*
- ***Example:*** [Kennett High School](#) has 2 teams. We will receive from Instructor: **Daniel Richardi**
    - o   TWO gmail emails (you need to have 2 gmail accounts, one for each team).
    - o   We will make 2 folders in Google **drive HS- Contest2019/Teams: Unh4** and **Unh5**
    - o   And invite the teams to see the folders
    - o   Team will respond by uploading a hello.txt file

On the contest day:

- Please make sure the students remember (or) carry a note of their team's Google account **"password"** so that they do not have an issue when they access their team's google accounts on our systems.
- If there is a 2-way verification set up to log-in to your team's google account, please disable that from the settings (or) make sure the student carry the cell phone (fully charged) where the verification code for that account is received (and/or) have the secondary email credentials handy where the verification code will be received.

Software available: **Windows**, **C++** (CodeBlocks 16.01), **Java** (Eclipse Juno 4.7.1, NetBeans 8.1), **Python** (3.4)

- At the end of the allocated time, the winners of the contest will be the team who completes the most problems correctly, in the least amount of time.
- **No internet** is permitted (except for accessing your google drive). Each team has one computer.
- Each team may choose any programming language and toolset to solve the problems (You have to stick with one programming language for all problems once you have selected one).
- Each program should read from the console input (keyboard) and write to the console output (monitor).
- Participants may work on their problem as many times or as long as they desire, as long as all files are submitted before the deadline. They may complete/submit the problems in any order. They may work on other problems while a problem is being reviewed by the jury.
- Each participant is allowed to use a one-page cheat sheet (double sided) for offline references.

*** Log In Process ***

The system username and password will be given to each team in the contest room.

Login on your local computer at UNH: (you will be given the instructions in a folder when you show up)

Login:	*guest*	Password:	*XXXXXX*	Domain:	*????*

SUBMITTING RULES on Google Drive:

1. Each program solution should be named ***unhXproblemY.ext***, where **X** is your team number and **Y** is the problem number and **ext** is the extension (java, cpp, or py).
2. Use any language listed to code the problems, (Python, C++, Java). You have to choose one language per team.
3. Open Google from Google chrome.
4. Sign in to Google using your team's gmail username (that was provided to the organizers) and the respective password for that account.
5. Open your google drive.
6. You should see a folder called UnhX (where X is your team number) in your google drive
7. When finished with a problem, **copy** only the source problem file (uncompressed)
   unhXproblemY.ext to your Google drive folder **unhX**
   Example: Team **Unh2** is submitting problem4 in Python. The file is called: unh2problem4.py

8. If the problem was not accepted, you must delete the old version and resubmit the revised problem.

Programming Languages

Java Users:

  A. Open **Eclipse IDE** (On desktop).
    1. SELECT a **workspace** and create a **workspace** on your **desktop.**
    2. Create a **new project** for each problem
    3. **File > New > Project**   Project name: **unhXproblemY**
    4. On the Package Explorer (left pane) : SELECT **src**
    5. Right click on **src** and add a new class: **File > New > Class**.
       SUBMIT: Copy **Only the source** file: **unhXproblemY. java** into your Google drive folder UnhX folder
  B. **Command Line**
    1. type cmd
    2. >cd Desktop
    3. type >dir to check if your file Hello.java is on the desktop
    4. type >javac Hello.java
    5. type >java Hello
    6. If it is OK, then **SUBMIT**
       SUBMIT: Copy **Only the source** file: **unhXproblemY. java** into your Google drive folder UnhX folder.

PYTHON Users

1. Open **IDLE (Python 3.7 32-bit)** (it will open Python 3.4.3 shell) on Desktop
2. Create a new program FOR EACH PROBLEM on your Desktop: **unhXproblemY.py**
3. **Load a program in IDLE**
4. To run the program: In the text editor window click **Run > Run Module or F5** to test your program
    SUBMIT: Copy file: **unhXproblemY.py** into your Google drive folder UnhX folder.

C++ Users

1. Open **Code Blocks** (On desktop). Select GNU CC compiler + YES, associate Code Blocks with C++ file types
2. Create a new source file FOR EACH PROBLEM and save it on your desktop.
        File > New > Files > C++ Source File (File is called: **unhXproblemY.cpp**)
    SUBMIT: Copy **Only the source** file: **unhXproblemY. cpp** into your Google drive folder UnhX folder.

Remote locations

Same rules, but your folders will be called starting with your school name:

Example Plymouth will have the folders: **Plym1, Plym2,…**

Example Mass Acad Of Math & Sceince will have the folders: **Mams1, Mams2,…**

Your local contest administrator will supervise your local computers.
Same problems. Same time.