2020 High School Coding Competition - *online*
Due to the pandemic UNH Manchester is closed
Problems + Winners will be posted here:
https://ypologist.com/mmalita17/contest
Saturday, April 04, 2020, 9:00 - 11:00 AM
I code therefore I am!

The Coding Contest runs only on line with following rules:

1. Problems will be posted on this website Sat April 4 @9:00 AM.
2. **One email - one team**. (The team is *anonymous* to the jury until the end)
3. There is no maximum number of teams from any one school.
4. Teams (1-3 students) can use teleconferencing technology (Zoom, etc.) during the competition window to communicate only to members in their team. Each student can use a single computer.
   5. Example of an email from a team: **k123@gmail.com** (you can have any email you wish, but only ONE per team), one email for each **problem** at mmalita@anselm.edu
   Attach the file with the same name as the subject.
   Write in your email what software you use: Windows/Eclipse vers? or MACOS/Python vers?
   Subject**: k123problem5.cpp**
   Or
   Subject: **k123problem5.py**
   Or
   Subject: **k123problem5.java**
6. A team will receive an OK email response if your email is complete so you know it has been received, it does not mean it works! There is no immediate feedback. Problems will be judged at the end of the contest after (11:00 AM), only your last submission of a solution is taken into account.
7. A team can email the solution as many times as you wish, however only your last email will be considered for judging your solution. All the other solutions are deleted.
8. Students can use printed materials ONLY (books, reference sheets, etc.). Students are not allowed to search for solutions on the internet, or use the internet as a resource during the competition window.
9. Student teams will need to select a single programming language to use for all solutions. In other words, all problems must be solved with the same programming language.
10. Each team will send a **last** email containing: your names, your school, your teacher for each of you

The winners

- A correct solution with the earliest submission timestamp wins!
  If k123 sends **k123problem5.cpp** at **9:12** AM and jay77 sends **jay77problem5.java** at **9:24** AM only k123 (the earliest timestamp of a correct solution will win).
- *After the contest finishes, all teams will reveal their identity sending us an email.*
  Example: Email Subject: Who are we
  Our team is K123@gmail.com
  Students: John Brown, Ann White, Ken Red School: School Name   Teacher: Teacher Name
- Next day the jury will post the winners on our website (who has send the correct solution in the fastest amount of time).

Jury will test your problems with the following software: **Windows: C++** (GCC), **Python**

Java: Create applications not applets! Do not use package names at the top of your classes