

High School / Middle School Programming Competition

School of Computer Science
College of Engineering
University of Oklahoma

April 11th, 2020

This is an On-Line Event!

Sponsored by Devon Energy

Join us for the 100th annual OU Computer Science Programming Competition. The **University of Oklahoma ACM Programming Team, School of Computer Science and College of Engineering** are hosting an on-line Programming Competition for high school and middle school students on **Saturday, April 11th, 2020**. Experienced programmers and newcomers to programming are welcome.

This competition will be conducted over the Zoom platform. Instructions for connecting to the competition will be provided to registrants.

Note: Because of the COVID event, we will not be holding the originally-planned drone workshop and competition.

Schedule

Noon - 12:45 pm	Registration
12:45 pm- 1:00 pm	Briefing
1:00 pm - 4:15 pm	Programming Competition
4:15 pm - 4:30 pm	Break
4:30 pm - 5:00 pm	Awards & Closing

Programming Competition Details

In this competition, teams of up to 2 students compete to solve logic and mathematical challenges using the programming language of their choice (one of Java, Python 2/3, C, C++, C#, Kotlin). Problems range in difficulty from simple looping and printing questions to more complex problems. Teams earn points for each problem solved in the three-hour period, so speed and accuracy are essential.

A team may compete in one of two divisions:

- The teams in the **Experienced Division** work on their own and compete directly against one-another. These teams are eligible for the top awards.
- The **Newcomers Division** is designed for students who are just learning to program or who are new to competing in this format. These teams may request help from the competition mentors on any aspect of the competition problems. **Newcomers** may also request that their coach join them during the competition. In this case, the coach will agree to provide only logic and problem solving advice, and not code.

To prepare for the competition, students should create an account at [HackerRank](#), which will be used to provide problems and judge submissions. The [Sock Merchant problem](#) provides a good example of the format of the problems. We encourage competitors to practice solving a range of problems from this site before competition day. You may also try out the problems from the [2019 competition](#) (login required).

Requirements

- By check-in, all students must have provided a [Release Form](#) signed by their parent or guardian. These can be emailed to Dr. Andrew Fagg: fagg@ou.edu
- We ask that all students be “accompanied” by an adult (the adult does not need to be at the computer with the student, but should be within range of hearing the conversations)

Registration

- The registration deadline is Monday, April 6th
- Registration Form: <https://forms.gle/fDAHmJABF6fWDtW39>

Notes

- Teams participating in the programming competition may bring notes and books to reference during the event, but may not use resources on the Internet to solve the programming problems.

Contact

Questions may be addressed to Dr. Andrew Fagg, School of Computer Science at fagg@ou.edu

