

# Sfax Intercollegiate Programming Contest

# SIP'18

SIPC est un concours de programmation compétitive qui se tiendra à la foire internationale de Sfax en septembre 2018. SIPC sera organisée par des enseignants universitaires de la région de Sfax.

L'objectif principal de cette compétition est de promouvoir la créativité, le travail d'équipe, la pensée critique et l'innovation dans la résolution de problèmes et la programmation efficace. C'est une occasion pour permettre aux étudiants de tester leur capacité à donner le meilleur d'eux et de faire preuve d'organisation et d'habileté au codage surtout avec la présence de plusieurs compagnies du secteur des technologies de l'information. SIPC est une vraie bataille de cerveaux où chaque équipe de trois étudiants de la même institution doit proposer des solutions optimales pour un maximum de problèmes algorithmiques en **3 heures**.

Today computer programming has no bounds. It has become a real intellectual sport watched by leading IT-corporations and all those who are interested in developing computer technologies. The SIPC (Sfax Intercollegiate Programming Contest) is a sports programming competition which is open to any students. The main objective of the contest is to showcase the best students on problem solving and computing. Preparing for and competing in the SIPC gives students a chance to improve their skills as well as an opportunity to show themselves to the Tunisian IT community.

The SIPC'2018 is scheduled for **September, 2018**.

## **The Chair of the contest**

Atef MASMOUDI (IPEIS)

## **The Organizing Committee of the contest**

Fadoua DRIRA (ENIS)

Sameh CHAABANE (ISET)

Mariam LAHAMI (ENIS)

Sawssen HARIZ (ISET)

Sonia ZOUARI (FSS)

Afef JMAL (FSEGS)

Ahmed KALLEL (IIT)

## **Registration**

Participants must register by Friday, August 31, 2018. Registration is free and available online at <https://goo.gl/forms/mbe794un7sBGAXdf1>

## Competition

1. The competition will be held at the “*Sfax International Fair*”. The contest duration is **three hours**.
2. Each team of three students is allowed to use one computer and given **3 hours** to solve 10 fairly difficult problems which will be revealed at the start of the competition. Participants may be bringing their own computers to the contest. Contestants may not bring any other electronic materials with them to the contest.
3. Each problem will contain a set of requirements describing the problem to be solved. A set of input test data will be provided as part of the problem description. In addition, expected output based on the provided input test data will be provided. Successful creation of the expected output is not a guarantee the problem has been solved correctly. Contest judges have additional test data to further verify the completeness and correctness of the contestant's submission.
4. To solve a problem means to write a program that will successfully pass all tests prepared by a panel of judges. The team which solves the biggest number of problems wins. If there are several teams which solve the same number of problems, the winner is determined by comparing time penalties.
5. Contestants may use any or all of the following computer programming languages: Java, C, C++ and/or Python. It is preferable to use the following Integrated Development Environments: CodeBlocks(MinGW C++11), Eclipse (Java 8) and Python 3.6.
6. The Internet, email, instant messaging, cell phones and any other forms of communication are prohibited. **Failure to follow this rule will result in immediate disqualification.**
7. They may only use printed material. Writing instruments and blank papers will be provided. Until the contest begins, contestants are not allowed to touch anything at their workstation.
8. Contestants may not communicate with anyone during the competition other than a contest supervisor. Contestants may take a break at any time by relaxing in a pre-defined break area within the contest work area. Contestants must remain in this area during all breaks; they may not leave the room. Contestants may not leave the contest work area for any reason without the verbal approval of a contest supervisor. Smoking may be prohibited during the competition.

## Judging

1. Solutions to problems submitted for judging are called runs. The results from the contestant's runs will be compared to the expected results as described in the problem description. The contestant's run will be considered correct if the expected output is created when using the judges input test data.
2. The programming style (use of comments, indentation, white space, etc.) will not be considered when judging a contestant's solution. The only criterion for successful completion is that the program works as defined by the problem description.
3. Contestants may solve the problems in any order they wish. A problem is solved when it is accepted by the judges.
4. Contestants are ranked according to the most problems solved. Contestants who solve the same number of problems are ranked by least total time. The total time is the sum of the time consumed for each problem solved. The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submittal of the accepted run plus 20 penalty minutes for every rejected / wrong submission for that

problem regardless of submittal time. There is no time consumed for a problem that is not solved.

**Valuable prizes will be awarded for top ranked teams.**

## **Contact**

If you have any questions or concerns, Please Contact **masatef@gmail.com**