



Speed Programming

Participation and Eligibility

- All respective candidates must be enrolled in any recognized university/institute of Pakistan irrespective of their discipline.
- Team members from different discipline/institutes are allowed.
- Volunteers or organizers are not allowed to enter this competition under any circumstances.
- Replacement of any participant of a team is not allowed after registration.

Registration Procedure

All interested students must go through the following steps in order to register for the Speed Programming in SENTEC 2016:

- Fill in the online registration forms from SENTEC website with your given details while making sure no required fields are left blank.
<http://goo.gl/forms/HxRkeYM1o598prsU2>
- After submitting your required fees and completion of the registration process, you will be notified of your registration via text and email.
- For complete registration, visit SENTEC office i.e. inside Telecom Engineering Department, NEDUET, Karachi or Registration desk in front of SFC, NEDUET Karachi.
- Registration charges are PKR 700 per team.
- Each team shall consist of maximum three participants.
- The registration fee is non-refundable.
- Failure in timely payment of the registration fees will result in the immediate cancellation of the registration.

General Rules and Regulations

- On the day of competition, all participants should bring their university cards as well as the registration slips.
- Discipline during the competition should be followed at all times. Acts of disturbance or violence of any matter will result in disqualification from the competition.
- Authority has the right to change any rule without prior notice.
- The participant shall not be allowed to use mobile or other electronic items during competition.



Specific Rules

Competition will be comprised of three Rounds:

Round 1:

- The 1st round will consist of Multiple Choice Questions.
- Time for this round will be 20 minutes.
- All teams will qualify this round and points will be rewarded according to the score.

Round 2:

- Round 2 will be the coding task, each Team would be asked to do coding for a given task, and debug it.
- This round is consisted of 60 minutes.

Round 3:

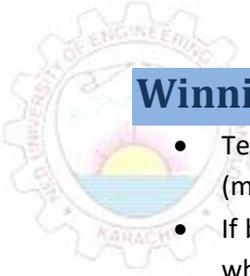
- The 3rd Round will be the coding round; based on the difficulty level.
- Each team must solve the given task within 30 minutes.
- Top 3 teams will qualify this round on the basis of their scores and time duration.

NOTE:

- 1 PC per team will be allotted
- There'll be no negative marking in the competition.
- The solution will be judged by experts by the files you provide.
- No extra time will be provided.
- Judgment of the Judges will be final.
- The contestants can make use of the following programming languages to complete their tasks, C/C++, C#.

The IDEs provided are:

- Microsoft visual studio
- Turbo c
- Borland



Winning Criteria

- Team with highest scores of all the rounds including bonus rounds will be considered as winner (max correct solutions).
- If by chance the scores of two teams matched the tie would be resolved by a judgment based on which team completed their task in less time.

