



## SOFTEC 2017

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### Programming Competition Rules

- Allowed programming languages are Java, (MS Visual) C++ and Python. Support for any other programming language will not be provided.
- The duration of the competition round 1 will be 3 hours. Teams qualifying for the next round will participate in 5 hour long competition.
- The competition organizers will provide teams with the problem set, papers and pens.
- The competition would include a number of challenging problems each of which would require you to develop some algorithm and get the output in a fixed format on the console. The output would be matched character- to-character with the output of our program through a PC.
- The scoring would hence be Yes/No i.e. either correct or incorrect.
- The decision of the Judges will be final and if any participant keeps arguing with the host team on this matter, his/her's team will be disqualified.
- If there is a tie on the number of problems solved, the scoring will depend on the time taken since the start of competition to the time of correct submission. (This is automatically judged the PC and viewable on board).
- Live competition boards will be available on each terminal, but it will be disabled in the last half hour of competition.
- The use of standard libraries and functions (methods) provided with the IDEs is allowe

- Programming competition consists of two rounds. First round will be on first day in which all teams will compete against each other. Second round will be on the second day in which teams qualified from first round will participate.
- Each team should consist of at maximum 3 participants of undergraduate level
- Use of mobile phones and other communication devices is strictly prohibited during the competition. Anyone seen using devices will be immediately disqualified. Such devices should be switched off and placed in pockets / hand bags and not visible or accessible during the competition.
- Refreshments will be served so no external edibles are allowed inside the lab. Please be careful with the drinkables near electronic hardware.
- Once the competition starts, any discussion between two different teams may result in immediate disqualification from the competition.
- The test cases on the judge's side may not be the same as given with the problem. You have to cater for number of test cases, end of file and other restrictions if they're not given on the first line of test cases file
- Decision of the competition judges shall be considered as final and cannot be challenged.
- Teams creating disturbance will be immediately disqualified.
- Disqualification from competition also means escorting out of competition venue and a note will be sent to their respective institutes.
- The organizers reserve the right to modify the above mentioned rules and regulations without prior notice. However, a notice will be placed on top of this document. So read the document at least one day before leaving for the competition.



*For further inquiries, please do not hesitate to contact:*

**Abdul Wahab**  
**Head, Programming Competition**  
**+92-323-3992181**

FAST-National University of Computer & Emerging Sciences

Block-B, Faisal Town, Lahore – 54700, Pakistan

UAN: +92-42-111-128-128 (Ext: 290)

URL: [www.softecnu.org](http://www.softecnu.org)

The logo for SOFTEC '17 features the word "SOFTEC" in a stylized font where the letters are interconnected. The "S" and "O" are blue, while "F", "T", "E", and "C" are orange. To the right of "SOFTEC" is a vertical bar with a horizontal line through it, resembling a stylized "17".

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This is a larger version of the SOFTEC '17 logo, identical in design to the one above, with "SOFTEC" in blue and orange and a stylized "17" to the right.

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