



Qualification Advancers Addendum

Modification to the Competition Process
For all Rounds Following the Qualification Round

Coding Phase

The Coding Phase is the period during which each contestant attempts to create solutions to three problem statements. During the Main Competition Round and the Final Round, the Coding Phase will last 75 minutes. You can choose a problem to open using the same drop-down box that was used in the Qualification Round, but instead of one problem to choose from, there will be three. The higher the point value assigned, the more difficult the problem will be. You may open the problems in any order. You may have more than one problem open at the same time – but keep in mind that the timers for each problem will be counting down independent of other problems that may be open.

The Coding Phase will allow you to submit a problem more than once. If you've already submitted a problem and you choose to submit again, your score for that submission will be adjusted to account for the additional lapsed time since your last submission, as well as an additional penalty of 10% of the maximum point value for the problem.

During the Coding Phase, the timer in the competition room window and the coding window will represent the amount of time left in the Coding Phase.

The Challenge Phase

While the Qualification Round consisted only of a Coding Phase, the Main Competition Round and the Final Round will have a Challenge Phase. The Challenge Phase will begin five minutes after the end of the Coding Phase (the period in between is an intermission), and will last for 15 minutes.

During the Challenge Phase, you have the opportunity to view the source code submissions of the other competitors in your virtual room. If you believe that any of the submissions are flawed, you may challenge the submission with a specific test case that you feel will result in that submission returning the wrong result. If your challenge is successful, and the submission returns the wrong result, you will be awarded 50 points and the competitor will lose the points for the challenged submission. However, if your challenge is unsuccessful, and the submission returns the correct result for the test case, you will lose 50 points from your score.

To challenge a competitor's submission, open the summary window in the competition room by using the "Summary" button. Double click on any of the point values to view the source code for that submission. When viewing the source code, you will notice a "Challenge" button at the bottom of the window. The Challenge button will bring up the arguments window, allowing you to enter the test case with which to challenge the submission.

You may only submit a challenge if you have a greater-than-zero score at the time of the challenge. A given submission may only be successfully challenged once. If any competitor has already successfully challenged a submission, it may not be further challenged. All successful challenge test cases from the Challenge Phase will be added to the global set of test cases for the System Testing Phase.

Best of luck to you in the Arena!