

Rules for CodinGuru 2018:

- 1. No internet or external material will be allowed.
- 2. Teams will not be allowed to interact during competition.
- 3. You can choose between any of the three i.e. C++/Java/Python.
- 4. IDEs and compilers for all three languages will be available on every computer system.
- 5. Participants will have to code on the OS and IDEs decided by IEEE team (Will be told in advance and most popular ones will be chosen).
- 6. The output format of the program will be clearly mentioned on the problem and should be followed strictly otherwise it will be marked zero.
- 7. The marking will be automatic as well as manual, but output format will still be followed.
- 8. All problems will be independent of the each other.
- 9. There will be no time specified for a specific problem, one can move on after submitting a completed task/problem.
- Additional helpful material of all three languages will be provided by IEEE team to every participants.
- 11. Winner will be decided on the basis of "submission time" if teams have completed equal number of problems.
- 12. IEEE administration and Judges panel reserves the rights to disqualify any team or member in case of any misconduct.
- 13. Any condition/situation that is not mentioned in rules will be decided by IEEE administration on the spot and will be final.
- 14. Marking of the problems will be reviewed by experts and will not be challengeable.
- 15. The contest will be almost 4 hours long (exact time will be communicated on the competition day).
- 16. Teams will be provided a software system where they will be submitting the solutions (all details regarding this will be communicated on competition day).
- 17. Only code files are to be submitted and any other file will be ignored.
- 18. The solutions will be marked on the go and teams will get a response from the server as soon as they are reviewed by a human.
- 19. Winner will be announced on the same day after a panel discussion, sometime after the competition ends.
- 20. Prize money will be given to winner's team within 10 days after competition following all protocols of accounts and extra-curricular office, LUMS.