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- * The Trinity University ACM student
- * chapter invites all area schools to
- * participate in our (hopefully annual)
- * programming competition. The
- * competition will be held on the Trinity
- * campus on Saturday, April 10th. Team
- * registration will be \$45/team and
- * teams are allowed to have 3 members
- * on them. All competitors will be
- * provided with a lunch and a T-shirt.
- */

public static final String LAYOUT =

“The competition will mimic the ACM collegiate competitions:

- All teams will receive a set of 10 problems. The problems will vary in difficulty, but not in value. Choose problems wisely.
- Teams are ranked first by how many problems they solve correctly, then by amount of accumulated penalty points.
- Penalty points are given out with every correctly solved problem, 1 point per minute since the start of the competition. An additional 10 points are given for an incorrect submission.
- Problems that are submitted, but not correctly solved earn no penalty points. Problems that are judged incorrect can be resubmitted.
- Any problem input will come from standard input, and output should be printed to standard output.
- Problems will be judged correct or incorrect based on the output they provide. Programs that take longer than one minute to execute will be judged incorrect.
- In keeping with the format of **this**.flyer, the

competition will be in the Java programming language ONLY. No C, FORTRAN, J, BASIC, or assembly language submissions please.

- While the competition will be run under Linux using the Eclipse IDE, no previous experience with either will be necessary to compete.

- Teams will be provided with a list of useful javadocs and hints for problem-solving aid. This will include information on string tokenization. Students can also bring any printed resource with them that they wish to, but no computing devices or machine-readable data are allowed.

- Competitors should have a fundamental knowledge of the java programming language.

- A short practice program will be given before the competition to familiarize teams with Eclipse and demonstrate expected input/output results.

Space is limited for the competition and slots will be allocated on a first come, first server basis. Also, we will only be able to order T-shirts for teams that are fully registered by March 25th.

If you have any further questions regarding these rules, the competition in general, or you would like to register a team to compete please e-mail Dr. Mark Lewis at mlewis@trinity.edu“

To register by mail, fill out the fields below, and send to the address on back:

School name:

Coach name:

Coach e-mail:

Team 1 name:

Student names (and T-shirt sizes):

Team 2 name:

Student names (and T-shirt sizes):

Please make checks out to “Trinity ACM” and include them in this letter. For registration of more than two teams, please e-mail Dr. Lewis.

Rosie Salinas
Department of Computer Science
One Trinity Place
San Antonio, TX 78212-7200

Time	Activity	Location
10:00 – 11:00	Registration and Welcome	NH040
11:00 – 11:30	Practice Run	Halsell and Cowles
11:30 – 12:30	Lunch	NH040
12:30 – 3:30	Competition	Halsell and Cowles
3:30 – 4:30	Awards Presentation	NH040

"During the competition any teachers who come with their teams can hang around in the Science Lecture Hall and we will display the live results from the competition so that you can see how your teams are doing. We would also like to take that time to get to know you and to know if there are any ways that Trinity and the Trinity CS department can help you in your teaching. This time can also be used as a general question and answer for anything that you might have on your mind. If you have ideas for what we could do during the time that the students are coding that would benefit you the most, let us know when you contact us for registration and we will see what we can do."

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public class TrinityUniversityACM
    extends Invitation{
```

[illegible]

For complete information:
www.cs.trinity.edu/ProgComp/

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