2014 SkillsUSA State Computer Programming Competition

Place: Dunwoody College, 818 Dunwoody Boulevard, Minneapolis, MN
Date: Saturday, March 29, 2014
Time: 8:00 am – 11:30 pm
Room: BLACK27

Guests should park in the main Dunwoody lot and enter the Jackson Entrance (west side of main building facing 394) and check in at the contest room with their contestant badge prior to 8 am.
Buses will load from the State Delegation hotel (DoubleTree) at 7:00 am, Saturday, March 29, 2014.
The Bus will leave the hotel at 7:15 am for the contest site.

Scope of the Contest

Following are some instructions to help you with the contest.
This competition will consist of three parts:
(1) Project coding and output
(2) written quiz
(3) personal resume submission

On the day of the competition, contestants will receive a packet that includes detailed instructions for the two projects and written test. Contestants will have a time limit of thirty minutes for the written quiz, and approximately three hours for project coding.

CLOTHING REQUIREMENTS

For men: white shirt with black dress slacks, black socks and black leather shoes.
For women: white shirt with black dress skirt (knee-length) or black slacks, black socks or black or skin-tone seamless hose and black leather dress shoes

All contestants **must bring their own computer system with the necessary software to complete the coding projects**, and they must write each program from scratch. Computers are subject to a brief technical inspection, to verify that the contestant hasn't used any (partial or entirely) pre-completed programs or code. This includes any WYSIWYG (or drag-and-drop) editing of the required GUI. Contestants will be disqualified if they are caught with programs or code which was written prior the beginning of the contest. Project submissions should be saved on the Desktop in a folder named "SkillsUSA Contestant #", where "#" is filled in with the unique number assigned to each contestant. Example: "SkillsUSA Contestant 3".
To speed up the judging process, we encourage all projects to be written in Java, but contestants are also allowed to write the programs using Visual Basic, C++ or RPG if they prefer, and they will not lose any points if they choose to do so. Contestants are allowed to bring one textbook or reference manual to use, and there should be no talking during the contest.

I. Project Coding

Contestants will receive instructions for two coding projects. They may work on either project first, and will be scored on their progress for both projects. Contestants will be asked to take a screen capture of each program's graphical user interface (GUI). The two project's source code and screenshots will be saved to the same location, organized by problem [i.e. code/screenshots from problem #1 could be in a directory titled 'prob1' and the code/screenshots for problem #2 could be in a directory titled 'prob2']. Please include your contestant number on all work and document your code.
If a contestant has a problem with their computer or compiler, they are encouraged to ask for help. Also, if a judge gives an explanation of a question to any contestant, that same explanation will be given to the other contestants.
Contestants may submit a completed project for grading while they work on the next project. Contestants may be asked to demonstrate their programs for the judges during scoring.

II. Written quiz

Contestants will take a written test, containing true-or-false questions and multiple-choice questions about programming. When contestants complete the quiz they may begin the project coding.

III. Resume

All contestants should submit a paper copy of their resume. A contestant can only lose points for this part if they don't submit a resume.