



## DSBN REGIONAL CODING CHALLENGE 2020 SECONDARY LEVEL SCOPE

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### PURPOSE OF THE CONTEST:

To test the skill and knowledge of each student in the area of computer programming and to help prepare each student for a career with coding.

### EVENT DETAILS:

Date: Wednesday Feb.26, 2020  
Time: 9:00 AM to 2:00 PM (8:30 AM for orientation)  
Location: Niagara College, Welland Campus

### MAXIMUM NUMBER OF COMPETITORS: 12

### SKILLS AND KNOWLEDGE TO BE TESTED:

To demonstrate the skills and knowledge necessary to solve problems using computer programming. Students should be prepared for the competition by developing the following knowledge/skills:

Problem Solving/Knowledge <ul style="list-style-type: none"> <li>• Flowcharts/Pseudocode</li> <li>• User Requirements</li> <li>• Testing</li> <li>• Math</li> <li>• Presentation of Software Developed</li> </ul>	Programming Skills <ul style="list-style-type: none"> <li>• Variables</li> <li>• File I/O</li> <li>• Arrays</li> <li>• Control Structures</li> <li>• Console Based Applications</li> </ul>
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### Special Note:

Students are permitted to use the programming language of their choice. Competitors at the provincial level must use C# or Java. It is expected that if a student participates in the DSBN competition using a language other than C# or Java, that they will familiarize themselves with C# or Java if they move on to the provincial competition in May as they are the only acceptable languages.

### SAFETY REQUIREMENTS:

Competitors are required to follow all industry safety standards during the competition.

### EQUIPMENT, MATERIALS, TOOLS, AND SUPPLIES:

#### Equipment Supplied by the Competitor:

- The competitor should bring a laptop or desktop computer with the programming language of their choice installed.
- Competitors will need to have a HackerRank.com (<https://www.hackerrank.com/dashboard>) account.

**CLOTHING REQUIREMENTS:**

Casual business attire must be worn with DSBN Technology shirts.

**JUDGING CRITERIA:**

Major Program (morning)	70%
- Flowchart/Pseudocode/Planning	10%
- Program	50%
- Presentation/Demo	10%
Shorter Coding Problems (afternoon)	30%
Total Possible Score	100%

**ENTRY:**

Students must register online at <http://teched.dsbm.org/skills> with all of the required information completed to be eligible to participate.

**TRANSPORTATION:**

Students are responsible for their own transportation.

**TEACHER'S ROLE:**

Instructors are expected to acquaint their student participants with all of the enclosed guidelines. Teachers may accompany their students or visit any time during the competition, but may not assist the competitors during the challenge.

**COMPETITION AGENDA:**

8:30           Orientation  
9:00           Competition begins  
11:30          Lunch \*  
1:00           Competition resumes  
2:00           Competition ends  
2:00           Judging

\* during lunch each student will be assigned a time to present their morning solution and demonstrate their program to the judges.