

Unimelb Code Masters 2020

Rules and Regulations

- CodeMasters 2020 is an online individual competition.
- Problems and data sets will be available from <http://codemasters.eng.unimelb.edu.au/> by clicking on the **Download 2020 problems and data** button at the start of the competition.
- Communication devices may not be used in any way during this competition. The use of Internet searching is also prohibited.
- Reference material directly related to your current school studies is permitted.
- Language reference material (eg Python, Java, Excel, etc) are allowed in either printed form, or on student's devices (not mobile phones).
- At any time during the competition, participants may submit an answer to one or more parts of a question using the **Submit answer** button. Submitting answers requires password authentication. The system will indicate if the answer is correct, or not. Only three submissions per question in a problem are allowed, so if you get the first two submissions incorrect, go to the next question in the problem until you are confident in your code.
- Each participant will be ranked at the end on the two hour competition based on their answers. Ties will be broken based on the speed with which correct answers are submitted, with faster participants ranked ahead of slower participants. As such, submit easy parts to any questions as quick as you can.
- Generally, the first one or two questions in a problem can be done by hand; but later questions within a problem will require some computation.
- The website tracks participant rankings. Winners will be announced on the website shortly after the conclusion of the competition for both Junior(yr 7-9) and Senior(yr 10-12) levels.