National Secondary School Programming Contest (NSSPC) 2024 Regulations

Version 20240506

- 1. **Organizer:** Alumni Association of National Taiwan University Malaysia (**AANTUM**), National Taiwan University (**NTU**)
- 2. **Co-organiser** : Universiti Tunku Abdul Rahman (**UTAR**)
- 3. Contest Name: National Secondary School Programming Contest 2024 (NSSPC 2024)
- 4. **Vision**: To organize high quality program competitions in order to develop the potential of students, to nurture scientific and technological talents for the country, and to achieve the vision of moving towards a scientific and technological nation.

5. Objectives:

- 5.1. Foster secondary school students' ability in logical thinking and problem-solving at a critical stage of their learning.
- 5.2. Providing a communication platform for students from different schools to learn from each other and grow together.
- 5.3. Facilitate software/hardware exchange and improvement between urban and rural middle schools.
- 5.4. Promote ethnic unity and integration.

6. Eligibility:

All students enrolled in national secondary schools are eligible to participate freely or can register for participation through their schools.

7. Quota:

There is no limit on the number of registrations for the competition. However, during the finals, each school can send a maximum of 3 teams (if all 3 team members are from the same school, they will be considered as a single school team), and there is no limit on cross-school teams.

8. Acceptable languages for competition programs: **C, C++, JAVA**.

9. Workshops:

Workshops will be conducted both in-person and through online broadcasts. The workshop are primarily aims to provide a learning platform for beginners in programming languages. Through clear programming language instruction, it encourages students to actively engage in learning programming on their own.

10. Workshop Content: Please refer to official website of organizer https://nsspc.io.

11. Qualifying Exam and Format:

11.1. Passing the qualifying examination will allow team formation to begin (each team member must pass the qualifying examination).

- 12. **Qualifying Exam Format and Passing Procedures:** Please refer to Appendix I - Qualifying Exam Passing Procedures.
- 13. Preliminary Round: Online format (teams of 3).
- 14. Preliminary Round Venue: Online format.
- 15. Preliminary Round Question Language: English
- 16. Final Round: In-person format (teams of 3)
- 17. Final Round Date: 16 September 2024
- 18. **Final Round Venue:** Chung Hua High School Seremban (CHHS) Jln Tun Dr. Ismail, Taman Unian, 70200 Seremban, Negeri Sembilan.

19. Final Round Qualifications:

The top 30 teams from the preliminary round will advance to the final round, with a maximum of 3 teams from the same school (to encourage learning and participation opportunities for junior teams, up to 2 additional teams from junior teams of the same school are allowed).

- 20. Final Round Question Language: English
- 21. Contact Phone Numbers Of Registration: Mr Yeoh 016-2144160, Mr Chew 012-6181999
- 22. Email: nsspc.io@gmail.com, aantum@gmail.com
- 23. Official Website: <u>https://nsspc.io</u>

24. Transportation:

Transportation to the competition venue is the responsibility of the participating students or schools.

25. Accommodation:

Accommodation for participants and team leaders during final round will be provided by the organizer.

26. Awards:

- 26.1. Certificate will be provided to all students who advance to the preliminary round.
- 26.2. Certificate will be provided to all students who advance to the final round.

26.3. Junior Excellent Awards:

26.3.1. Certificate, medal, and cash prize will be provided to the top 6 teams in the preliminary round of the junior high school division (consisting of three students from junior high schools).

26.4. Final Round Awards:

- 26.4.1. Champion, Runner-up, Second Runner-up, Third Runner-up, and 6 Merit Awards will be awarded based on the ranking in the final round. Certificate, medal, and cash prize will be provided.
- 26.4.2. Champion will receive RM3000/=, certificate, and medal.

- 26.4.3. Runner-up will receive RM1800/=, certificate, and medal.
- 26.4.4. Second Runner-up will receive RM1500/=, certificate, and medal.
- 26.4.5. Third Runner-up will receive RM1200/=, certificate, and medal.
- 26.4.6. Merit Award will receive RM900/=, certificate, and medal.

27. Other Matters:

- 27.1. The decision of the judging panel of the organizer shall be final.
- 27.2. The organizer reserves the right to modify these regulations at any time. Participating units shall not raise objections.
- 27.3. If team leaders or representatives need to leave early due to urgent matters, they must report to the accommodation team of the organizing committee and cannot leave on their own.
- 27.4. All participating representatives must sign out with the staff before leaving after the dissolution announcement by the organizing committee.

Appendix I. Qualifying Examination Passing Methods

- 1. Participants who advance to the final round of the NSSPC in any of the years from 2021 to 2023 will be considered as having passed the qualifying examination.
- 2. Pass the Introduction to C++ / Introduction to Java course (or C++ and Java advanced courses C++ Intermediate / Java Intermediate) on the Sololearn platform and answer all the questions in the course and obtain an e-certificate (the certificate must be the same as the English name of the applicant) and upload/email it to Sololearn. (The certificate must match the English name of the applicant) and then upload/email it to the organizer, the template is as follows



3. In CodeChef, in Practice, participate in the 500 difficulty rating, solve 15% or more of the questions (18 questions, a total of 116 questions) and save the list of solved questions as a PDF, upload/email it to the organizer.

<u>Or</u>

In CodeChef, in Practice, participate in the 500 to 1000 difficulty rating, solve 6% or more of the problems (11 problems, a total of 173 problems) and save the list of solved problems as PDF, upload/email it to the organizer.

<u>Or</u>

In CodeChef, to participate in any Division 4 or above (3,2,1) contests, you only need to solve 10% of the questions, for example, if there are 6 questions, you only need to solve at least 1 question, and then save the results as a PDF, upload/email it to the organizer. A. Methods to capture the list of solved questions

a. Click the ICON in the upper right corner to display the individual's name.

Home	Courses 👻	Practice	Compete	Discuss	🖲 Upgrade To Pro	
					nsspcio	_
					My Profile	

b. Ctrl + P, print to PDF, select Save.

Print ? Total: 6 pages	
Printer	CODECHEF Upgrade To Pro
Save as PDF V	Home Courses Practice Compete My Profile
Layout	Edit Profile
O Portrait	Catalog » Difficulty rating wise » 500 to 1000 difficulty rating Report a bug
C Landscape	500 to 1000 difficulty rating
Pages	My Bookmarks
O All	Practice the easy logical problems available on CodeChef. The problem
Odd pages only	4.5 * 173 Problems 16.3k
Even pages only	(222 reviews) Beginner level Learners
e.g. 1-5, 8, 11-13	Resume Practice
Fewer settings A	
Save Cancel	Your Progress : 2 %

- c. Send the saved PDF to the organizer or upload it to the qualification exam. B. Intercepting Individual's Division Methods
 - a. Click ICON in the upper right corner, select My Profile

Home	Courses 👻	Practice	Compete	Discuss	🖲 Upgrade To Pro	
					nsspcio	_
					My Profile	
					Edit Profile	
	0 H			020	Report a bug	

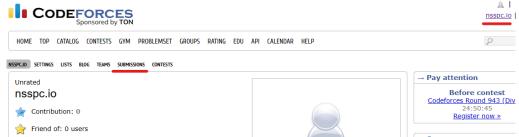
b. On the My Profile page, there is a display of the current score, as follows

nsspcie	o ∕ ₩	0? 0
Username:	nsspcio	(Div 4)
Country:	Malaysia	*
Student/Professional:	Other	CodeChef Rating
Teams List:	List of teams by nsspcio	(Highest Rating 0)
Team Invites:	Click here to check team invites.	Inactive Inactive

4. 4. In Codeforces, in the problem set of 820 questions with 800 points or above, solve at least 15 questions and save the list of solved questions as PDF, upload/email to the organizer. Or

In Codeforces, to participate in any Div. 4 or above (3,2,1) contests, you only need to solve 10% of the questions, e.g., if there are 6 questions, you only need to solve at least 1 question, and then save the results as a PDF, upload/email the results to the organizer after the end of the contest.

- A. Methods to capture the list of solved questions
 - a. Click on the ICON in the upper right corner and select Submission.



b. In the list, the questions of the past exercises will be displayed.

🔽 show unofficial

nsspc.io submissions

#	When	Who	Problem	Lang	Verdict	Time	Memory
257122186	Apr/18/2024 13:02UTC+8	nsspc.io	<u>A - Way Too Long Words</u>	C++17 (GCC 7-32)	Compilation error	0 ms	0 KB
257121454	Apr/18/2024 12:51UTC+8	nsspc.io	A - Watermelon	C++17 (GCC 7-32)	Accepted	154 ms	0 KB

c. Ctrl + P to print the PDF.

Print Total: 1 page	?				FS				
Printer Save as PDF		HOME TOP	Spo CATALOG (onsored by	y TON GYM PROBI	EMSET G	ROUPS RATI		API CALEND
Layout O Portrait		nsspc.io sub	missions	nss	pc.io sub	mission	5		•
		#	When	Who	Problem	Lang	Verdict	Time	Memory
 Landscape 		257122186	Apr/18/2024 13:02 ^{UTC+8}	nsspc.io	<u>A - Way Too</u> Long Words	C++17 (GCC 7- 32)	Compilation error	0 ms	0 KB
Pages O All		257121454	Apr/18/2024 12:51 ^{UTC+8}	nsspc.io	<u>A -</u> Watermelon	C++17 (GCC 7- 32)	Accepted	154 ms	0 KB

- d. Send the saved PDF to the organizer or upload it to the qualifying exam. B. Intercepting Personal Division Methods
 - a. In Profile, select Contest

		CODEFORCES Sponsored by TON				▲ I <u>nsspc.io</u>
	HOME	TOP CATALOG CONTESTS GYM PROBLEMSET GROUPS RATING E	DU API CALEN	DAR HELP		P
	NSSPC.IO	SETTINGS LISTS BLOG TEAMS SUBMISSIONS CONTESTS				
	Unrate	d DC.io				Before contest
		contribution: 0		Codeforces Round 943 (Div 24:50:45 Register now »		
	🚖 F	riend of: 0 users				
b.	In C	ontest you will see the follow	ing inf	ormatior	า	
	Cont	ests				
	# \$	Contest	Rank ¢	Solved \$	Rating change \$	New rating \$
	84	Wunder Fund Round 2016 (Div. 1 + Div. 2 combined)	5	5	+267	2443
	83	Good Bye 2015	<u>1745</u>	2	-163	2176

- c. Ctrl + P to print to PDF
- d. Send the saved PDF to the organizer or upload it to the qualification test