



CALIFORNIA STATE UNIVERSITY, CHICO

CSCI 498: COMPETITIVE CODING CLASS

Abbreviated Syllabus for Fall Semester 2007

Visit <http://www.ecst.csuchico.edu/~juliano/csci498/C3> for additional detail.

Prerequisites

- CSCI 112, *Programming & Algorithms II*; or
- Permission of instructor

Description

3 units. This course is based on Dr. Skiena's SUNY at Stony Brook course, *CSE 392, Programming Challenges*; hence, "[t]his course will introduce an

interesting variety of subjects in programming, algorithms, and discrete mathematics through puzzles and problems which have appeared in the ACM International Collegiate Programming Contest (ICPC) and similar venues."

The course meets once a week where students are immersed in a simulated ACM-ICPC environment.

Class #	Section	Act	Days	Time	Room	Instructors
8206	CSCI 498C-01	DIS	T	500-750pm	OCNL 431	Dr. J Juliano@csuChico.edu

Instructor Information

Dr. Juliano (a.k.a. Dr. J)
<http://www.ecst.csuchico.edu/~juliano>

Office Hours: TR 3-4pm
OCNL 222
Tel 530 898-4619 / 6442 (dept)
Fax 530 898-5995
Appointments / walk-ins welcome.

Judge will be used for (automatic evaluations of) submissions to problems being considered at a Challenge. Problems used in Challenges will come from the *UVa Online Judge*, the *Competitive Learning Institute's (CLI) 2000's ACM-ICPC Live Archive*, or similar archives. Hence, it is to a student's advantage to practice with this online tool whenever possible.

3. Students are expected to familiarize themselves with Dr. J's general policies and expectations detailed at [/~juliano/Teaching/Policies.html](http://juliano/Teaching/Policies.html)

Required Reading

1. Fabian Ernst, Jeroen Moelands, and Seppo Pieterse. 1996. "Teamwork in Programming Contests: 3 * 1 = 4." *ACM Crossroads*, 3(2), 17-19.
2. Shahriar Manzoor. 2001. "Common Mistakes in Online and Real-Time Contests." *ACM Crossroads*, 7(5), 4.
3. Andrew Trotman and Chris Handley. 2006. "Programming Contest Strategy." *Computers & Education* (to appear).

Grade Evaluation

Students will be graded based on their dedication, involvement, and participation in all class activities. All solutions to programming challenges will be collected. Student performance in class may be used to determine ranking of students or groups based on current ACM-ICPC scoring methods. At the discretion of either the instructor, the department, or the college, the top student finishers at regular intervals (e.g. monthly) or overall at the end of the semester may be awarded prizes.

The following distribution will be used to calculate final grades:

80%	Student participation
20%	Student performance (based on ACM-ICPC scoring methodology)

Additional Requirements

1. Students are expected to open and maintain a *Chico State Connection* (CSC) Portal (see <http://portal.csuchico.edu>) account in order to access up-to-date *WebCT* tools that include an on-line calendar of events, current scores, discussion board, etc.
2. Students are required to register (create an account) with the *UVa Online Judge* at <http://icpcres.ecs.baylor.edu/onlinejudge/> in order to participate in any of the Challenges in this class. The *UVa Online*

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