

Computer Programming

CHAIR: Nathaniel Hoefler

CO-CHAIR: ----

CONTEST DATE: April 30, 2020

CONTEST LOCATION: Hutchinson Community College, Shear Technology Building
1300 N Plum Street | Hutchinson, KS | Room: STL 130

CONTEST ARRIVAL & SET-UP TIME: 7:30 am

CONTEST TIME: 8:30 am

PURPOSE: To evaluate each contestant's preparation for employment and to recognize outstanding students for excellence and professionalism in the field of computer programming.

ELIGIBILITY: Open to active SkillsUSA members enrolled in programs with computer programming as the occupational objective

CLOTHING REQUIREMENT: Official SkillsUSA white polo shirt, black dress slacks, black socks, black leather shoes. Contestants may wear the Official State T-shirt with clean, no tears, blue jeans.

Official State T-shirt



Official SkillsUSA contest attire



CONTEST UPDATES: For contest guidelines, refer to the Technical Standards.

SCHEDULE

7:30 – 8:15 AM	Registration <u>Location:</u> Shears Technology Theater Lobby - STC210 <ul style="list-style-type: none">• After registering, please set up equipment such as personal computers in contest location - Room STC130
8:15 – 8:30	Orientation <u>Location:</u> Shears Technology Theater Lobby
8:30 – 9:15	Written Tests <u>Location:</u> Room STC130 <ul style="list-style-type: none">• Soft-Skills test• Technical Computer Programming Test Submit résumé to the contest chair Note: Only contestants are allowed in the contest areas
9:15 – 9:30	Contest Chair Orientation <u>Location:</u> Room STC130
9:30 – 12:00	Contest Problem Begins Contestants will be called individually for interviews and current progress.
12:00 – 12:30	Lunch <u>Location:</u> Room STC210 (Technology Theater)
12:30 – 4:30	Continue Contest Problem
4:30 PM	Contest Ends All work is to be submitted to judges on USB drives.
4:30 – 5:00	Contest Debriefing
5:00 PM	Judging Begins Closed to teachers, advisors, and students.

Equipment and Materials

Supplied by the technical committee:

1. Printer
2. Programming instructions

Contestants must supply the following:

1. Desktop computer/monitor or laptop
2. Visual Basic, Java, C++ or RPG software
3. One copy only of the coding reference manual of the language in which they will code the program.
4. Ballpoint pens or sharpened pencils
5. Blank notebook paper
6. All competitors must create a one-page résumé and submit a hard copy during contest chair orientation. Failure to do so will result in a score penalty.

Note: All students should bring a USB drive with enough storage capacity to save their files for the judges. USB drives will be returned after your files have been submitted and verified.

Contest Rules

1. Judges are sole authorities that determine content and procedural violations.
2. Theme and content must be appropriate for the nature of this contest.
3. All copyright laws are to be followed.
4. All entries to the contest must be original creations by the teams during the contest.
5. There will not be any use of the internet for the duration of the contest.

Scope of the Contest

1. Contestants will solve a prescribed problem by creating a program from scratch, complete with a graphical interface.
2. Interviews will be conducted to assess contestants' ability to answer questions typical of an entry-level position for a computer programmer.
3. To simulate a realistic work environment, contestants will be asked to provide progress updates at regular intervals.

Technical Scoring and Standards

<u>Items Evaluated</u>	<u>Possible Points</u>
Completeness	150
Correctness of Output	150
Validation of Input	100
Internal Documentation	100
Efficiency of Code	100
Quality of Work	100
Written Test	100
Interview	100
Résumé	50
<u>Clothing</u>	<u>50</u>
Sub Total	1,000
Résumé Penalty	-10 pts
Clothing Penalty	-50 pts

Contest Requirements

- Do not put your name on any of the files submitted to the judges.
- Contestants will receive no assistance from other contestants, instructors, or observers. Contest chairs may assist contestants, but points may be deducted depending on the type and amount of help needed.

This is a link for the Hutchinson City map: <http://www.hutchchamber.com/map.php>

This is a link to the HCC maps and directions site. <http://www.hutchcc.edu/map>