

CSE4095-004 Competitive Programming – Spring 2024

Meeting time: Tu 5-6PM, ITE 119



Instructor:

Ion Măndoiu

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Office Hours:

M/W/Th/Fr 11:30am-12:30pm or by appt.

ITE 261

Course Description: This is a 1-credit special topics course aimed at preparing students to participate in collegiate programming competitions such as the ACM ICPC. Students will develop the ability to rapidly develop efficient solutions that are correct and efficient by solving programming problems from past contests using online judges similar to those used in actual competitions.

Prerequisites: Courses in data structures (CSE 2050) and algorithms (CSE 3500) are recommended, but not required.

Textbooks: There is no required textbook for this course.

Course website: We will use a course website hosted using Moodle at <https://edx.engr.uconn.edu/>. Please check this site regularly to access problem sets and programming contests. The Moodle site also includes a discussion forum to ask class-related questions and communicate with the instructor and your peers. Please observe basic etiquette by keeping your postings polite, concise, and on-topic. You should not discuss problems, solution ideas, or post code fragments in public messages before the submission date has passed – for specific questions about problems included in ongoing assignments you should contact the instructor directly.

Grading: Grading will be based on problem sets solved individually and team contests.

- *Problem Sets.* Each problem set will consist of a small number of programming problems to be solved individually by each student within a limited period of time. Solutions to these problems must be submitted using Moodle. Supported programming languages are C, C++, Java, and Python 3. Similar to programming contests, solution correctness will be based on passing a standard set of test cases. Unlike the ACM ICPC programming contests, there will be no penalties for incorrect submissions.
- *Team Contests.* Throughout the semester there will be multiple opportunities to participate in programming contests using a format similar to that of the ACM ICPC.

Each solved problem (for both individual problem sets and team contests) is worth 10 points. Additionally, 10 point bonuses will be awarded for the fastest time to solution for each problem.

Late policy: No late submissions or make-ups are possible for team contests; only solutions submitted in real time during the contest will be accepted. Late submissions for individual problem sets will only be allowed with full documentation of extenuating circumstances preventing timely completion.

Academic integrity: You are expected to adhere to the highest standards of academic integrity. All submitted solutions must be your own work – submitting solutions copied from various web sources or generated using AI technologies is considered academic misconduct and will be sanctioned according to the University's Academic Integrity Policy. Additionally, you may not discuss the problems or solution ideas with other students before the submission date has passed, except for discussions between team members during team contests.

Students with disabilities: If you have a documented disability for which you are requesting accommodations, you are encouraged to contact the instructor and the Center for Students with Disabilities as soon as possible to ensure that such accommodations are implemented in a timely fashion. Please note that accommodations are only available for individual assignments and cannot be implemented for team contests.