

1 Purpose

The rapid development of information technology has changed humans' daily life and defied our imaginations but also created numerous new opportunities. The key giving rise to these tremendous changes lies in the development of software. It is now the era that software defines everything. Software and professional people will become the most crucial power for industrial development and national advances. "Young Turing Program", named after the Father of Computer Science Alan Turing, hopes to assist excellent youngsters in possessing the international view and perspective. It also aims at building a global stage for young talents in software through coding competitions and the learning opportunity to interact with the world. Moreover, the program encourages skilled youngsters to devote themselves to the software industry so as to accelerate the development of software ecosystem!

2 Mission

Learning in programming competitions inspires young students' interests and enthusiasm for coding design and starts the connection between students and the industry in the meantime. Students have the chance to ponder their influences on the future development of software. Besides, the program guides students to solve problems or improve current situations with software ability. The sixth "Young Turing Program" extensively invites overseas students to participate in the competition in the hope of facilitating global interactions. In addition to continuously support outstanding software talents in Taiwan to cultivate global perspectives, the program plans to have overseas students interact and learn.

3 Application Requirement: Overseas / Taiwan Senior High School and Vocational School / Taiwan Junior High School

Before joining the competition of "Coding Champ Challenge", all the

teams have to take the pretest online.

Overseas (Invited)

- Current students at the public or private “senior high schools / vocational schools” , graduates included.
- All the teams who compete in the “Coding Champ Challenge” have to participate the contests online and arrange the competition venues on their own. (Please see page 5 for detail information)
- Two or three students (shall not be less than two) are required to make up a team.

High School

- Participants must be current students registered at the public or private “senior high schools / vocational schools” , graduates included.
- Students with relevant experiences in programming competitions inside or outside schools are preferable.
- Three students are required to make up a team.

Junior High School (pilot scheme)

- Participants must be current students registered at the public or private “junior high schools” , graduates included.
- Students with relevant experiences in programming competitions inside or outside schools are preferable.
- Two or three students (shall not be less than two) are required to make up a team.

4

Activity and Timetable (Overseas)

Activity	Time	Instruction
Sign up	April 26th, 2021 to May 30th, 2021	Fill in registration documents and send to ytp@systemex.com
Online pretest	July 9th, 2021	
Announce the admission list and notices of Coding Champ Challenge	July 13th, 2021	Notify team leaders of the admission via Email and also declare the list on YTP official website
Fill in the official registration	July 14th, 2021 to July 18th,	Notify team leaders to fill in

Activity	Time	Instruction
information online	2021	the personal registration information of each member via Email
Qualification review and turn in supplementary data	July 19th, 2021 to July 21st, 2021	
Coding Champ Challenge	July 23rd, 2021	Before the event starts, the competition platform connection will be informed via Email

5 Online Pretest

Students who have signed up have to send the registration information via Email before the deadline to acquire the qualification for pretest. The organizer shall request those who hand in insufficient information to submit the supplementary data. Once the organizer finds what has been filled in is fake, the applicants will be disqualified. Participants have to take the online pretest at the scheduled time. Detailed regulations and competition rules will be informed via Email.

6 Coding Champ Challenge

The organizer will notify those who are eligible to participate in “Coding Champ Challenge” based on the results of online pretest.

Students who join “Coding Champ Challenge” are required to cooperate with the organizer and fill in complete the personal registration information. The organizer shall request those who hand in insufficient information to submit the supplementary data. Once confirming the accuracy of information, the organizer will notify admitted students obtaining the official qualification to participate “Coding Champ Challenge”. If there’s any doubt about the accuracy of information provided, students will not be accepted, nor take part in the event.

7 Ways to Sign up

1. Sign up for pretest online: Overseas teams are required to fill in the registration information and send back to ytp@systemx.com by May 30th, 2021. The event is signed up on the basis of teams with no less than two students (three students in a high school team of Taiwan are required) in it. Team members may come from various schools.
2. Each team is required to elect one member as the team leader, on behalf of the team as well as serving as the contact person to confirm all the associated correspondences and document submission during the event. The “team leader” may fill in the basic information of all members, including the basic personal data, contact Email and phone number. Once the information is incomplete, the organizer shall request the leader to submit the supplementary data for the team to acquire the qualification for participation.
3. The official registration for “Coding Champ Challenge”: Students who are eligible to join “Coding Champ Challenge” are required to send the personal registration information via Email before July 18th, 2021.
4. Participants are required to advise the organizer of any team member change a week before the event “Coding Champ Challenge” starts. The change is applicable only upon the approval of the organizer. The organizer has the right to disqualify the team from participating in the competition once any member does not meet the requirements.
5. The organizer reserves the right to review the qualification of registered teams and decide their participations.

8 Coding Champ Challenge

1. “Coding Champ Challenge” is scheduled to take place on Friday, July 23rd, 2021. Overseas teams will participate online at remote mode.
2. Activities of overseas teams (tentative):

Time (GMT+8)	Instruction
11:00-11:45	Reception of participants / Platform set-up
11:50-12:00	Demonstrate the rules of competition with live-streaming
12:00-16:00	Program challenge competition

	(Competitors participate online at remote mode)
16:00-16:15	Break
16:15-16:45	YTP program Introduction & comment on programming algorithm applied for competition topics with live-streaming
16:45-17:00	Declaration of competition results with live-streaming

3. Competition rules of “Coding Champ Challenge”:

- On the day of competition, participants are required to bring their own computer facilities. Approved facilities a team can use include laptop (equipped with a wireless network card) x1, mouse x1 and keyboard x1.
- Except for the facilities mentioned above, any other electronic facilities, which can access to internet, including mobile phones are not allowed in the competition venue. Once unapproved facilities are spotted during the competition, the organizer shall revoke the eligibility for the competition of the particular team. (And yet the team may ask the proctor to keep the unapproved facilities.)
- Participants may bring books, handbooks, and codes in hard-copy, but aren't allowed to bring any software or data which can be read by any kinds of machines.
- Each participant team is required to solve all the problems in the problem database within four hours.
- All the participant teams compete within the same period of time, no matter which group they belong to. The competition problems are mainly in Mandarin, but we also offer an English version to overseas participants. Both versions are available for online download.
- Overseas teams will participate online and have to arrange the competition venue on their own. There's no limit of team numbers at the same venue. Besides, there must be at least one proctor on the spot, and online videos must be available during the entire processes as well.

- The versions of compiler/interpreter approved during the competition are listed as follows:

C11: gcc (Ubuntu 7.5.0-3ubuntu1~18.04) 7.5.0

C++14: g++ (Ubuntu 7.5.0-3ubuntu1~18.04) 7.5.0

Python2: Python 2.7.17

Python3: Python 3.6.9

Java: javac 1.8.0_252

(If there's any update of versions, the organizer will specify in the pre-competition notification.)

4. Rule descriptions

- The solutions to all problems are required to be implemented practically. Judges will verify the programs with various materials. Also, the file names of programs are required to follow the naming rules of the competitions.
- Submission, judgement and scoring are all conducted on the system which the organizer specifically designs for this competition via 802.11x wireless network.
- Each participant team will have an exclusive account and password, either by DOS or Windows operation system. Note that GUI programs aren't accepted.
- During the competition period, except for communication with the team members or the staffs of this competition (either ask questions through the system or directly ask the proctor), participants aren't allowed to communicate with any other persons in any ways.
- Whenever any disturbances to the competition occur, the organizer shall immediately suspend the particular team so as to have the competition proceed smoothly.
- The scoring method is subject to the pre-competition notices of pretest and final test as well as the announcements from the organizer.

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Award: All students who complete the "Coding Champ Challenge" will receive a certificate for honoring their efforts and devotion to programming and

courage to challenge themselves to the next level.

10 Organizer

SYSTEX Corporation

Co-organizer

Taiwan Science & Technology Development Foundation

Sprout.tw: a student's club to coach students for problem solving with coding

Event Contact Person:

Young Turing Program, YTP

Executing team of Young Turing Program: ytp@system.com



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