Title: Computer Programming Contest 2020

Requirements:

- Laptop that is internet capable with programming compiler software installed (i.e. Microsoft Visual Studio)
- Hard Copy of professional résumé
- Professional attire matching that of industry norm in the computer programming field or in line with SkillsUSA guidelines

Components:

- Interview (100 points): There will be a 30 minute interview with each contestant as if applying for an entry level programmer position.
- Written Test (150 points): There will be written Visual Basic test with 100 questions, worth 1.5 points each.
- Résumé (50 points): A hard copy résumé will be submitted at the beginning of the contest to be scored and used during the interview portion.
- Attire (50 points): Contestants will be scored on their attire. Dress the part!
- Program (650 points): A scenario or problem will be presented in written form to the contestants for solving programmatically. Any programming language may be used to solve the problem. Coding of the program will be scored based on the following criteria:
  - Completeness (150 points): The application written runs successfully with no errors and meets all criteria from the scenario or problem.
  - Correctness of Output (100 points): All calculations performed to create output are accurate and correctly correspond with the appropriate formulae presented in the scenario or problem.
  - Validation of Input (100 points): All inputs are tested for proper data type and validated to ensure that they fall within the constraints given in the scenario or problem.
  - Internal Documentation (100 points): Code contains explanatory comments throughout as well as having intuitive variable and function naming.
  - Quality of Work (75 points): The overall flow of the code follows a clear logical path to accomplish required tasks from the scenario or problem.
  - Efficiency of Code (75 points): Functions, Subs, and loops are used wherever possible to avoid duplication of similar code.
  - Planning (50 points): Documented planning via either pseudo-code or basic flow charting maps out before coding the plan to create the scenario or solve the problem.