



2023 SPRING Team Programming Challenge (TPC) Thursday, March 2

The ACTE annual virtual TPC competition brings together student computer programming teams from across Alabama. All student programmers in grades 5-12 are invited and encouraged to participate.

1. Sponsors and students are to register by February 16, 2023. Teams may consist of **up to 3 students per team**.
2. Competition Fee: \$15.00 per student. Sponsors remit payment based on invoice and may pay by school check or electronic payment.
3. Level II – Grades 5/6; Level III - Grades 7/8; Level IV - Grades 9/10; Level V - Grades 11/12
4. Students **must** have an individual account on the competition website: <https://actecomp.org> If you have a current login, use it. Or if you are new to TPC, create a login. **Write down your login!** Do not create more than one account per person on the competition website.
5. Sponsors may also create an account on the competition website to monitor team progress.
6. Log onto the ACTE competition website to gain access to practice competitions and to become familiar with the software.
7. Sponsors receive the *2023 ACTE SPRING Virtual Guidebook pdf* containing competition rules, schedule, and a comprehensive guide to using the ACTE contest platform for practice and competition.

For more information and to register check out the Alabama Consortium for Technology in Education, Inc. website: <https://www.alabamaconsortiumfortechnologyineducation.org/computer-programming-events>

What to expect on competition day, Thursday, March 2, 2023?

1. TPC teams log on to the competition website and click on the competition to join.
2. Students join a common WebEx meeting (link provided by email to sponsors) for attendance and to remain in the WebEx meeting to ask questions, report errors, clear up confusion, and to listen for contest managers to announce any rule changes or question wording changes live.
3. Once the competition begins, teams can view all problems; read descriptions and other problem information; and submit their code. Submissions are processed live and are automatic, so teams can view their score as it is being tallied.
4. While this is going on, teams can also compare their progress to other teams by watching a live running scoreboard. The competition software compiles, runs, and scores all the team's solutions. Team members can see each other's submissions, and the highest-scoring submission is posted each time.
5. Teams are expected to arrange their own communication through the usage of a group call, Discord, or similar software. Permitted languages are C99, C++11, Java and Python3.
6. Teams compete against each other for 1st, 2nd, and 3rd place within their level. Team awards are presented electronically from ACTE: 1st Place Team - \$200; 2nd Place Team - \$100; 3rd Place Team \$60
7. Virtual competition, no resident judges. There is a competition manager. Problems are graded automatically, and feedback on the solutions is released live. Each piece of feedback on each test case has an associated code letter to identify the exact error encountered. See more information on this in the *ACTE SPRING Virtual TPC Guidebook 2023*.
8. Results received within are posted on the ACTE website by the end of the day, February 25, 2022. Official solutions to the problems, including a problem analysis, and the code is released soon after the competition ends.