

IEEE SoutheastCon 2006 Programming Competition

Memphis, Tennessee
April 1, 2006

Rules:¹

1. All questions require that you read from standard input, and write to standard output.
2. All questions require that your solutions handle multiple test cases. The first line to each program gives the number of cases. The cases then follow, beginning with the second line. More details can be found in each problem's specification.
3. You only submit source code; all submissions are recompiled before testing.
4. Programming style and documentation are not evaluated at all.
5. When tested, your programs are subject to a two-minute time limit to test up to eight cases. This limit is not intended to penalize (or reward) minor differences in performance. The limit is far above what your programs should require.
6. There is to be no communication with anyone other than your team members and designated contest officials during the competition. Use the PC2 tool if you need to communicate with the judges.
7. Solutions can be coded in any of C, C++, or Java.
8. Do not approach the printer. Printouts will be brought to your team's table by a contest official.
9. Judges' decisions are final.
10. No cheating will be tolerated.
11. There are eight problems (of equal weight). Complete as many as you can in two hours.

¹Modeled after rules of the ACM's East Central North America Regional Programming Contest