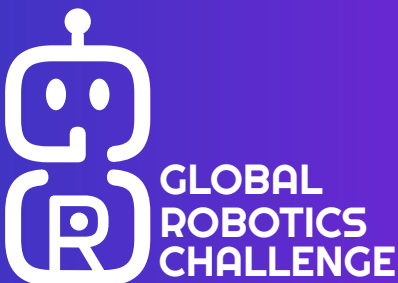


Smart Programmers Mobile Application Challenge

RULE BOOK



Smart programmers

(Mobile Application)



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1. Mobile Application Challenges

You will be using the MIT app inventor to create your video game. Unity is a Professional-grade game development platform that allows for more advanced programming and features, MIT app inventor is an online platform that helps create mobile applications and mobile.

1.1. Coder Age

- Junior (8– 12 years old)

1.2 Team Member

The team consists of 2 to 4.

With one coach or supervisor

2. General Rules

Smart Programmers CHALLENGE

1. Every member is required to bring their own laptop.
2. The code/task must be submitted prior to the countdown.
3. During the competition time, accessing the internet is prohibited.
4. Teams will present their work to the judges once the round time is over.
5. The code created by the team for each challenge will be manually reviewed by the judges after the completion of each mission. It will be evaluated based on the judging criteria.
6. There will be 15-minute period before each round to explain the challenge and allow team members to ask questions about it.
7. Any form of communication between team members and non-team members is strictly prohibited during the competition.
8. Interference or communication by mentors during the competition will result in a warning for the first offense, and repeated instances may lead to the team being potentially eliminated from the competition.

3. Requirements for the competition

The competition consists of one task, which is to create an application on the phone or a game on the phone in a time of 120 minutes (about 2 hours). He will explain the idea of the application or game through the supervisors, after which the students begin to implement it, and the delivery is completed after the time has expired. The supervisor is allowed to discuss with the team members and ask them about the instructions enclosed in the codes.

4. Sample App

Mack calculator app.

The app makes four operations +, -, *, /

Take two numbers and give the result.

