<C*deVita/> Participation Guidelines
the TCS Coding Contest

INTRODUCTION

Sports are a great way of bringing out character of a person. A spectrum of emotions ranging from hope to despair, monotony to excitement, boring to interesting, mediocre to extraordinary performances are seen in every sport known to mankind. The purpose of sports, apart from physical and mental fitness, is to evoke these emotions. TCS feels strongly about promoting the culture of **Programming-As-A-Sport**. TCS CodeVita, a programming contest, is TCS's way of attracting young impressionable college students to adopt this culture and experience joy of programming.

PURPOSE OF TCS CODEVITA

We are in the era of User Generated Content (UGC). Technology is changing fast, and Data is being created at a pace never experienced before. Skilled manpower is required to harness the power of this vast data and new technologies. Programming skill is the foundation for a rewarding technical career. After running two seasons of the contest in India, TCS has perfected the contest model and platform. It's now time to make a Global impact and reach out to other geographies. The main objective for the global contest is to sharpen the contestants' programming skills through real-life computing practices. The contest also has other objectives:

- Spot bright talent
- Provide platform and opportunity to showcase programming talent, and earn peer recognition and honor
- Showcase TCS offerings to academia

STRUCTURE OF THE CONTEST

CodeVita is a team contest, with two members in each team. The contest comprises three rounds of coding. Team members need to register individually, on the CodeVita registration portal. The registration portal provides the required team formation workflows. Only workflow-completed, valid teams can participate in the contest.

Since we are working with different geographies across the world, we have divided the Contest into two Phases Registration windows open up at different times for different geographies. In Phase 1, registrations from Canada, Mexico, Colombia, Uruguay, Peru, Australia, South Africa and India will go live in July-Aug 2014. UK, China, Singapore and Japan will go live in Phase 2, in October 2014. The registration phases have been timed to coincide with academic year start dates of the respective geographies. Going forward, more countries or phases may be added.

There will be a Practice round for registration-confirmed participants, to enable them to warm up for the contest. The contest structure (after practice rounds), will be:

- **Round 1:** Comprising programming problem statements. Apart from selection of teams for the second round, the contest will also help contestants warm up for the next round.
- **Round 2:** Top 5% of teams across Phase 1 geographies will move into this round.
- **Grand Finale:** Top 15 teams from Round 2 (both Phase 1 and Phase 2), will be invited for the Grand Finale, to be held in one of the TCSL offices in India. Top 3 teams will be declared winners of the contest.

Winners will receive exciting prizes, internship offers with CTO Team and provisional Offer Letters.

Winner teams will be adjudged on the following criteria:

1. **Accuracy:** How close a solution is to a given problem statement
2. **Speed:** Time taken to solve the problems
3. **Efficiency:** Resources allocated to the solution (CPU cycles, Memory)

Additionally, this year CodeVita will introduce an element of Gamification. The Gamification aspect will consider user's relative performance to others.

The decision to finalize the winners for the contest will remain with the judges of CodeVita.

ELIGIBILITY CRITERIA

Coders from institutes across the globe are eligible for this contest. Registrations are invited from students in under graduate/ post graduate disciplines from engineering/science background with any specialization.

REGISTRATION PROCESS

- Students will Register online using the below link -
    a) **Students from India Geography** will Register online at TCSL's NexStep portal. A Campus Trainee (CT)/ Direct Trainee (DT) Reference # is mandatory for participating in the contest.
    b) **Students from all Geographies (other than India)** will use the below link - *www.tcs.com > Careers > Entry Level Freshers > Create your Profile > Launch Campus Commune*
- Each team can have only two members.

- After registration begins, all interested participants will be required to register for the contest on the Campus Commune portal. Registered participants will receive a unique secret code to take part in the contest. This code is of utmost importance and should not be shared, even between team-mates. The Secret code will also be a part of the participant's login credentials.
- Each team should choose a team name and the team leader.
- During registration, the team leader should Nominate self as the Team Leader and also Nominate another team member. It is the responsibility of the nominated team members to Accept the nomination/invitation.
- In case a team member rejects a nomination, the Team Leader will be able to send a new request to another registered member from same institute.
- The team will be formed after the nominated member accepts the nomination.
- The Team Leader will be the point of contact for further communication with respect to the contest, and will be responsible for updating the respective team member.
- Team may be from the same discipline or inter-disciplinary.
- For Indian students, team members of a particular team should be from the same college/institute. For students from geographies other than India the team members should be from the same country.
- Team members have to remain constant throughout the contest. Swapping of participants within teams is not allowed and will lead to disqualification of the respective team.

GENERAL GUIDELINES
- The infrastructure / software(s) required for compiling the code solutions shall be borne by the team or the institution they represent. TCS will not be liable for any damage to the institute's infrastructure which may be caused by participants from the institute during the contest.
- Language compilers are open source applications that can be downloaded from the internet. Participants will need to submit the compiled solution to a problem only. For example, code written in Java should be submitted in .java format
- CodeVita platform supports coding in 7 languages. Language names and supported compiler / interpreter versions are mentioned in the following table:

Language	Compiler Version	Language	Compiler Version
Java	jdk 1.7	C#	mono 2.10
C	gcc 4.1.2	Perl	5.10.1
C++	g++ 4.1.2	Python	2.7
Ruby	2.0		

- Coding Guidelines will be provided to teams. The guidelines will include information on scoring and ranking of teams in different rounds, list of URLs from which compilers and IDEs can be downloaded.

TERMS AND CONDITIONS

By entering the contest, each team and its members thereof confirm and agree to the following terms and conditions:

- The team and its members thereof acknowledges that the solution submitted will be original work created solely by the team, and that the solution does not infringe on copyrights, trademarks, moral rights, rights of privacy/publicity or intellectual property rights of any person or entity, and that no other party has any right, title, claim, or interest in the solution.
- The application must not contain content where any person/s would be required to undertake actions that is inappropriate, indecent, obscene, violent, hateful, tortuous, defamatory, slanderous; that promotes racism or hatred against any group or individual or that promotes discrimination based on race, sex, religion, nationality, disability, sexual orientation or age; or that is unlawful, in violation of or contrary to the laws or regulations in the state or province where the application is developed.
- The team and its members thereof are the sole authors of the solution, and the solution is the team's original work.
- The team and its members thereof have not licensed or disposed of any rights in the solution that would conflict with any of TCS use (if any).
- Participants who have submitted their solution are either the copyright owners of the component parts of that work or are posting the work under license from a copyright owner or otherwise as permitted by law. TCS does not claim ownership rights in your works or other materials posted by you.
- For the sole purpose of enabling TCS to make your solution available through our portal, you grant TCS a non-exclusive, royalty-free license to reproduce, distribute, re-format, store, prepare derivative works based on, and publicly display your content. You agree not to distribute any part of the portal other than your content in any medium other than as permitted in these Terms and Conditions.
- Display or publication of any entry on a TCS website does not indicate the entrant will be selected as a winner. TCS will not be required to pay any additional consideration or seek any additional approval in connection with such use.
- By entering this Contest, all entrants agree to release, discharge, and hold harmless TCS from any claims, losses, and damages arising out of their participation in this Contest or any Contest-related activities. TCS assumes no responsibility for any error, omission, interruption, deletion, defect, or delay in operation or transmission; communications line failure; theft or destruction

of or unauthorized access to Contest entries or entry forms; or alteration of entries or entry forms. TCS is not responsible for any problems with or technical malfunction of any telephone network or lines, computer online systems, servers or providers, computer equipment, software, failure of any email entry to be received on account of technical problems or traffic congestion on the Internet or at any website, human errors of any kind, or any combination thereof, including any injury or damage to entrants' or any other persons' computers related to or resulting from participation, uploading or downloading of any materials related to in this Contest.

- TCS reserves the right, at its sole discretion, to cancel or terminate the Contest, at any time it deems fit and proper. No claims or representations shall be entertained in this regard.
- TCS reserves the right to relax any of these restrictions if permitted by law before the start of the Qualification Round.
- All contestants must have access to the Internet, a valid postal address, and a valid email address in order to enter the contest.
- TCS reserves the right to verify eligibility and to adjudicate on any dispute at any time. TCS will be the sole authority to decide the winners of the contest and decision of TCS will be final and binding on all the contestants.
- At no point of time during the contest should internal stakeholders attempt to influence the events/ flow of the contest by way of guidance, pep up/ technology/ language specific sessions for students in any institute participating for the contest. TAG teams to ensure complete compliance to all contest guidelines.

INDEMNIFICATIONS

You fully indemnify and hold us (Tata Consultancy Services Limited) harmless for and against all damages, losses, and costs that might be caused by:

- Your failure to comply with the terms of the above agreement
- Third party claim(s) of their rights and IPR being violated / effected by your article(s) submitted to us.