

UBIT
PRESENTS

CODE // CONNECT'26

CODE. CONNECT. CREATE YOUR FUTURE.

SPEED PROGRAMMING COMPETITION

MODULE 01 · ALGOSOLUTION

Official Rulebook

THINK FAST. CODE FASTER.



6 HOURS

Live online contest.
Start time announced soon



ONLINE

Takes place in your browser
on the AlgoSolution platform



1 – 3

Members per team

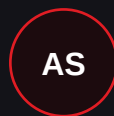
MODULE LEADS



Aliza Khan

MODULE LEAD

Speed Programming Module



Ashhad Ahmed Siddiqi

MODULE LEAD

Speed Programming Module

OPEN TO ALL UNIVERSITY STUDENTS · THINK FAST. CODE FASTER.

01 INTRODUCTION

What Is This Competition?

Open to university students from any university. You don't need to be a champion, just fast, curious and ready to think under pressure.

Speed Programming (AlgoSolution) is a **6-hour online programming contest**. There is no problem list. You get a **maze**: every room is a problem, most rooms are hidden in fog, and the clock never stops. Solve rooms, unlock new ones and climb the live leaderboard.

01 Enter the maze

Two rooms are open at the start.

02 Solve to unlock

Your answers open new rooms.

03 Beat the clock

Every room has its own countdown.

04 Climb the board

A live leaderboard shows every team.

The problems are revealed only when the contest starts. **Nothing is shared before that.**

02 SCHEDULE

Important Dates

WHEN	WHAT HAPPENS
Before the contest	Register your team. The organizers send your team login details and the platform guide.
Contest day, first 20 min	Briefing, platform check and warm-up. Log in early and test your setup.
Contest day, 0:20 to 5:20	The live contest. Rooms open as you solve them and as time passes.
Contest day, 5:20 to 6:00	Leaderboard frozen. Keep solving. The public board stops updating until the end.
After the contest	Organizers check the top teams' work and ask them to explain their solutions. The winner and runner-up are announced in the participants' group.
Next day	UBIT Career Connect Ceremony & Career Fair 2026. The winner and runner-up receive their rewards.

The exact date and start time will be announced on the website and in the participants' group.

03 FORMAT How It Works

THE MAZE

Each room is one problem. Only **2 rooms** are open at the start. The others hide in fog and appear when you solve rooms or when enough time has passed.

Some doors are locked. Solving a room gives you a **clue**, and decoding it gives the **door code** for another room. Every team gets different codes.

Some rooms are **decoys**: they look real but give no points. The maze can also change during the contest. Don't be surprised if the map turns upside down.

THE CLOCK

Every room has **its own countdown**. When it reaches zero, the room closes for good.

Points fall as the countdown runs down (see Scoring).

The whole contest lasts **6 hours**. The server keeps the time, not your computer. If the organizers pause the contest, your clock stops too.

Every team gets **its own version** of each problem, with different numbers and tests. Copying another team's answer does not work.

WHAT KIND OF PROBLEMS?

Think and calculate

Classic algorithms: graphs, shortest paths, simulation with huge numbers of steps.

Ask and discover

Interactive rooms where you question the judge with a limited budget, and rooms where you work out a secret rule from examples.

Fix and optimize

Debug a long program with the smallest change, or improve a solution for partial points. There is no single right answer.

04 ELIGIBILITY Who Can Join

Teams of 1 to 3

You can compete alone or with up to two teammates.

University students

Open to students of any university. Use your university email.

Register your team

Register your team name, team leader and university email. The organizers issue your login.

One team, one login

A team shares one login on one device. Team members cannot change after the contest starts.

05 SUBMISSION Solving & Submitting

WHAT YOU NEED

A laptop or desktop

With a modern, up-to-date browser.
Phones and tablets are not supported.

Stable internet

Short drops are forgiven (see Strikes).
Keep your charger plugged in.

Fullscreen browser

The contest runs in fullscreen. You may be asked to use Safe Exam Browser; if so, you get instructions before the contest.

HOW TO SOLVE A ROOM

01 Open a room

Click an open room on the map and read the problem.

02 Write your code

Use the built-in editor. There is no autocomplete.

03 Submit

The judge replies in seconds. You can submit **once every 20 seconds**.

04 Read the verdict

Fix and resubmit, or move on and unlock the next room.

LANGUAGES

LANGUAGE	NOTE
C++17	Pick your language in the editor. Some rooms may limit the choice; the editor shows what is allowed.
Python 3	Read input from standard input and print to standard output.
Java	Use the class name shown in the starter code.
JavaScript	Runs on Node.js. Read input from standard input.

VERDICTS

VERDICT	MEANING
AC	Accepted. Your answer is correct.
WA	Wrong answer on a hidden test.
TLE	Too slow. Your program ran out of time.
MLE	Too much memory.
RE	Runtime error. Your program crashed.
CE	Compile error. Your program did not compile. No penalty.
SE	System error. This is never your fault and costs no penalty. Tell the organizers if it repeats.

06 FAIR PLAY Rules

This is a contest of your own skill. Keep these in mind and you will be fine.

1. Use only the contest window

No other tabs, windows or apps while the contest runs. Leaving the window is logged and earns a strike.

2. No AI tools or outside help

No ChatGPT or other AI assistants, no search engines, no notes from other people, and no helper devices. Only you and your teammates.

DISQUALIFICATION

3. One device, one login per team

Only one device can be logged in. A new login logs the first one out and is recorded.

4. Stay in fullscreen

The screen goes black if you leave. Come back, accept the strike and carry on.

5. Work only with your own team

No sharing code, answers, clues, door codes or screenshots of problems with other teams, during or after the contest. Copying is checked automatically and by hand.

DISQUALIFICATION

6. Keep the problems private

Problem text is shown as an image with your team name and the time as a watermark. Any leak can be traced to the team.

7. Don't attack the platform

No attempts to bypass, probe or overload the platform, judge or anti-cheat. No automated submissions or scripts.

DISQUALIFICATION

8. The organizers' decision is final

No team is disqualified automatically. Organizers review every case.

Not sure if something is allowed? **Ask a module lead before the contest.** Asking is always fine. Guessing is risky.

07 ANTI-CHEAT Strikes & Monitoring

The platform watches for unfair play and records it. Strikes are warnings with a cost, **not** disqualifications. Humans make the final call.

IF YOU...	THEN...
Leave fullscreen, switch tab or window	The screen goes black and you get a strike .
Paste code	The paste is undone and you get a strike .
Press PrintScreen	The clipboard is cleared and you get a strike .
Are disconnected for 60 seconds or more	You get a strike . Shorter drops are ignored.
Try copy, right-click or developer tools	It is blocked and logged for review.
Log in from a second device	The first device is logged out and the event is recorded.

WHAT A STRIKE COSTS

1

Strike 1

A warning. Nothing else happens.

2

Strike 2

Your submissions are locked for 2 minutes and you get 5 penalty minutes.

3

Strike 3 and up

Same as strike 2, and your team is flagged for the organizers to review.

WHAT ELSE TO EXPECT

Typing is recorded

The editor logs how code appears. A whole solution showing up in a second looks very different from typing.

Code is compared

After the contest, all submissions are compared across teams to find copying.

08 SCORING

How You Will Be Judged

Points fall while the room's countdown runs

A room gives 100% of its points when it opens and 60% when its countdown ends.

ROOM OPENS · 100%

60% · COUNTDOWN ENDS

Points

Every room has its own maximum points. Harder rooms are worth more.

Penalty minutes

Each wrong answer (WA, TLE, MLE, RE) adds **10 penalty minutes**, but only if you solve that room in the end. Compile errors and system errors are free.

Partial points

In the optimization room there is no single right answer. You earn points in proportion to how close you get to the jury's solution, and your best submission counts.

First blood

The first team to solve a room gets a special mark on the leaderboard.

HOW TEAMS ARE RANKED

ORDER	RULE
1st	More points (after the countdown reduction).
2nd	Fewer penalty minutes (wrong answers and strikes).
3rd	The team that solved its last room earlier .

Leaderboard freeze

For the **last 40 minutes** the public leaderboard stops updating. Rooms nobody has found yet show as ???
Organizers reveal the final board at the end.

Not final yet

The leaderboard is live, but it is **not** the final result. Results are confirmed after the top teams are verified (see next section).

09 RESULTS

Verification & Winners

The leaderboard decides who is **eligible** for the top places. Before anyone is announced, the organizers check the top teams' work.

Explain your solutions

The top 3 to 4 teams are asked to explain their solutions live. Every member should be able to explain any room the team solved.

Checks on the data

Organizers review strike logs, typing records, solve times and code similarity between teams.

The winner and runner-up are announced in the participants' group. Organizers decide in the rare case of a dispute, and that decision is final.

10 RECOGNITION

Rewards

POSITION	REWARD
Winner	Reward, given at the UBIT Career Connect Ceremony & Career Fair 2026
Runner-up	Reward, given at the UBIT Career Connect Ceremony & Career Fair 2026

Be ready for the next day

The ceremony takes place the **day after the contest** at UBIT. Winning team members should be able to attend in person to receive their rewards.

11

HELP

Questions & Answers

Can we use ChatGPT or other AI tools?

No. This contest is about your own thinking. Using AI or outside help is a disqualification offence.

What if my internet drops?

Drops under 60 seconds are ignored. Log back in and carry on. Your countdowns keep running unless the organizers pause the contest for everyone.

Can I solve the rooms in any order?

You can only enter rooms that are open for your team. New rooms open as you solve and as time passes.

Do all teams get the same problems?

No. Every team gets its own version of each problem, with different numbers and tests. Another team's answer will not pass for you.

Can I use my phone or a second screen?

No. Phones and other devices are not allowed as helpers, and only one device per team can be logged in.

What if the platform has a problem?

Tell the organizers. They can pause the contest for everyone, and your clock stops while it is paused. A system error (SE) never counts against you.

Will I be disqualified automatically if I get strikes?

No. Strikes only add penalties and flags. People review every case before any decision.

I'm a beginner. Can I join?

Yes, but this is a fast, hard contest. Warm up on algorithm basics and team up with someone you trust.

Who do I contact?

Contact any module lead of the Speed Programming module.