



MESA DAY CONTEST RULES

2023-2024

(FINAL/OFFICIAL)

Coding Solutions (Online)

- LEVEL:** Middle School (MS)
- DIVISION(S):** Novice: No prior *Coding Solutions competition* participation, and Experienced: Prior *Coding Solutions competition* participation
- COMPOSITION OF TEAM:** 1-2 student(s) per team
- NUMBER OF TEAMS:** Preliminary – Determined by your local MESA center
Regional – # of teams per division at the discretion of each region (Northern/Central, LA/Central Coast, and Southern)
- SPONSORS:** UC Santa Barbara MESA College Prep
UC Riverside MESA College Prep
- OVERVIEW:** Congratulations! Thanks to your outstanding participation with the MESA Program. You have been invited to a virtual interview for a software company to obtain an internship. As part of the interview process they would like to test your knowledge virtually on programming fundamentals and problem solving using JavaScript. Students should be familiar with basic mathematics and elementary Algebra topics. **Participation logistics and limits may vary by host site. Advisors and students are responsible for verifying this information with their local MESA center. This competition will be virtual for 2023-2024 but can also be hosted in-person, dependent upon the host center.**
- MATERIALS:**
- An internet connected device with a keyboard is recommended.
 - Students must create their own account on Code HS (see Regional links on page 3).
- GENERAL RULES:**
- 1) The challenge is suggested to take place within a 60 minute period for all participants at the same time and date. Participants must make sure they are on time and have the resources they need before the competition.
 - 2) Students must have their full name(s), grades, school, and MESA center commented at the top within each of the programs. A 20% penalty will be assessed for failing to properly label.
 - 3) This competition will be held during a 60-minute window.
 - a. Novice level will have two challenges: 1 Debug Challenge, 1 Technical Challenge
 - b. Experienced level will have three challenges: 2 Debug Challenges, 1 Technical Challenge
 - 4) Division entry will be determined by participation in prior year Coding Solutions competitions; If one team member is experienced, then the entire team will compete in the Experienced division.

- 5) **The Debug challenges must be completed in order to receive a score for the Technical Challenge.**
- 6) Challenge Descriptions
 - a. A debug challenge is a type of programming challenge that requires you to find and fix errors in code. Each challenge will have 5 errors ranging in complexity.
 - b. A technical challenge is a type of programming challenge that requires you to code a solution from scratch to create the desired outputs based on the prompt provided.
- 7) To be eligible to compete in this competition, **ALL** team members must complete **one week prior to the contest date** at least 60% of assignments for Novice or 100% of assignments for Experienced.
 - a. The assignments are on the MESA Day JavaScript Course on the **specified CodeHS course** (see “Enrollment Links” attachment/appendix).
- 8) Participants **MUST** follow the naming convention for their accounts; if not adhered to, team will be disqualified (see Page 4 for visual example).
 - a. First name field: Abbreviated MESA Center and School Name
 - b. Last name field: Students’ First and Last Name

JUDGING:

- 1) Teams will have 60-minutes to complete the challenges.
- 2) **One team member**, on behalf of the team, will login, enroll and complete the specified competition “Course.” If both team members' accounts are present for the MESA Day Challenge Course, that team **will not** be eligible for an award.
- 3) Challenges start and end at times and dates specified by the hosting Center.
- 4) Students will have 60 minutes to complete the Challenges.
- 5) Teams may submit their completed programs as soon as they like or make revisions within the time.
- 6) The timestamp of the last submission for each challenge will be used to determine the winners.
- 7) The final submission will be the last project that was submitted before time runs out.
- 8) Winners will be determined based on the following order:
 - a. The first individual or team based on timestamp to
 - i. Successfully submitted and completed all challenges.
 - ii. Successfully submit the most completed debug challenges.
- 9) **TIEBREAKER:** Team that submitted the last completed challenge first wins.
- 10) If no teams are successful, no awards will be given.
- 11) All testing of code will occur within CodeHS.

AWARDS:

- Awards will be given per division: Novice and Experienced.
- Medals will be awarded for 1st, 2nd, and 3rd place based on the Grand Total.
- Please check with your MESA center to determine the number of teams that advance to Regional MESA Day.

ATTACHMENTS/APPENDIX:

- Topics Student(s) Need to Know
- Resources
- Enrollment Links
- Specification and Score Sheet for Coding Solutions

Topics Student Need to Know

- Math operators
- User input/output
- Control and conditional statements
- Loops, iterations and nesting
- Boolean Algebra
- Functions

Mathematical Topics *(Students should aim to have a fundamental understanding of)*

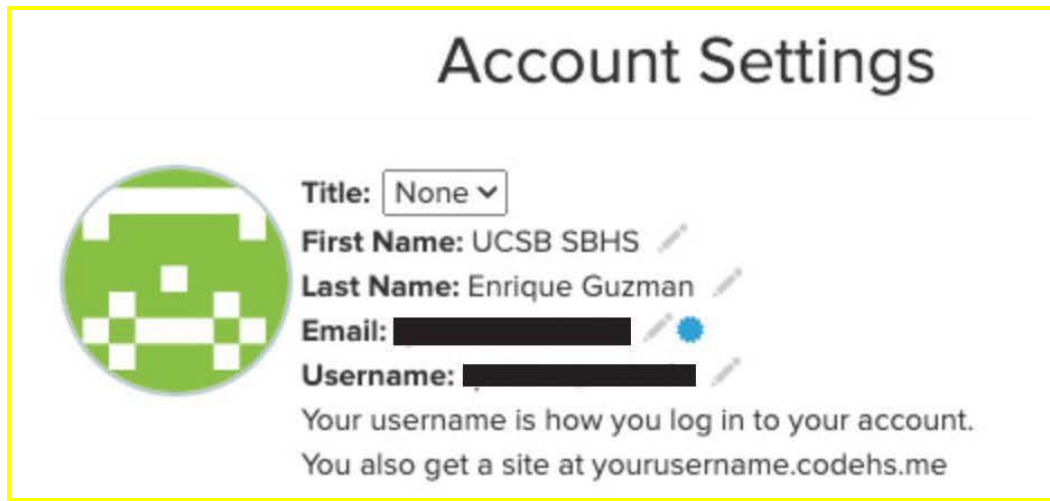
- Arithmetic
- Order of operations
- Properties of equalities and inequalities
- Evaluating Expressions and equations

Resources

- <https://www.sololearn.com/learn/courses/javascript-introduction>
- <https://www.w3schools.com/js/default.asp>
- <https://learnjavascript.online/>

ENROLLMENT LINKS

When enrolling in CodeHS, please include your **MESA CENTER** and **SCHOOL** in your registration. See below for example:

A screenshot of the CodeHS 'Account Settings' page. The page title is 'Account Settings'. On the left is a green circular profile picture with a white grid pattern. To the right of the profile picture are several fields: 'Title' with a dropdown menu set to 'None'; 'First Name' with the text 'UCSB SBHS'; 'Last Name' with the text 'Enrique Guzman'; 'Email' with a blacked-out field; and 'Username' with a blacked-out field. Below these fields is a note: 'Your username is how you log in to your account. You also get a site at yourusername.codehs.me'. The entire screenshot is enclosed in a yellow border.

Courses have been created to match the MESA region your host center is affiliated with. Please register for your appropriate course:

Northern/Central California: For students affiliated with Ukiah, RISE, CSU East Bay, San Jose State, University of the Pacific, UC Davis, UCSF, Fresno State, UCSC

Northern/Central Region: <https://codehs.com/go/53473>
Enrollment Code: 53473

Los Angeles / Central Coast: For students affiliated with USC, UCSB, UCLA, CSULB, CSULA

LA/Central Coast Region: <https://codehs.com/go/EAC99>
Enrollment Code: EAC99

Southern California: For students affiliated with UCI, UCR, Imperial Valley, San Diego State University

South Region: <https://codehs.com/go/EF410>
Enrollment Code: EF410

SPECIFICATION AND SCORE SHEET FOR CODING SOLUTIONS
Middle School

MESA Center: _____ Student 1: _____ Grade: _____

School: _____ Student 2: _____ Grade: _____

Division: Novice Experienced

Specification

- 2023-2024 rules were followed
- Each Program is properly labeled and commented within coding project with team members' names, grade level, school, and MESA center:
(20% penalty for each program if not properly labeled)
- All team members completed at least 60% (Novice) or 100 % (Experienced) of MESA Day course assignments
- Account name follows naming convention. If not, ineligible for award consideration.
- Program submission will be under the following team member's account:

Judging Criteria

Project Submissions:	Debugging #1	Debugging #2	Technical Challenge		
Time of final Submission:	: :	: :	: :		
Case #1	Pass No Pass	Pass No Pass	Pass No Pass		
Case #2	Pass No Pass	Pass No Pass	Pass No Pass		
Case #3	Pass No Pass	Pass No Pass	Pass No Pass		
Case #4	Pass No Pass	Pass No Pass	Pass No Pass		
Case #5	Pass No Pass	Pass No Pass	Pass No Pass		
	Total Pass:	Total Pass:	Total Pass:		
Total # of Ps X 10 =	Debug Sub score:		Technical Subscore:	Labeling Penalty	Grand Total