

MESA DAY CONTEST RULES 2025-2026

(DRAFT)

Coding Solutions

LEVEL: High School (HS)

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 Davis MESA College Prep

UC Riverside MESA College Prep

OVERVIEW:

Changes, if any, from "DRAFT" rules are highlighted in "yellow." 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 will test your knowledge on programming fundamentals and problem solving using Python 3. Students should be familiar with 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 in-person for 2025-2026 but can also be hosted virtually, dependent upon the host center.

MATERIALS:

- An internet connected device with a keyboard is required.
- Students must create their own account on Code HS (see Regional links on Page 4).

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 beginning of **one** of the challenges submitted. A 10% 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) Experience level will also have two different challenges but of higher complexity: 1 Debug Challenge, 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 10 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) Teams will earn 10 points for each test case that their submission passes. There will be 5 hidden test cases.
- 8) To be eligible to compete in this competition, **ALL** team members must complete their specified pre-course **one week prior to the contest date:** at least 90% of assignments for Novice or 90% of assignments for Experienced.
 - a) The assignments are on the MESA Day Python Course Assignments on the specified CodeHS course (see "Enrollment Links" attachment/appendix). Make sure to enroll only in your division's course, may that be novice or experienced.
- 9) EACH team member <u>MUST</u> follow the naming convention for their accounts; if not adhered to, the team may be disqualified if unable to identify (see Page 4 for visual example).
 - a) First name field: Abbreviated MESA Center and School Name
 - b) Last name field: Student's 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) Teams may submit their completed programs as soon as they like or make revisions within time.
- 5) The timestamp of the last submission for each challenge will be used to determine the winners.
- 6) The final submission will be the last project that was submitted before time runs out.
- 7) Winners will be determined based on the following order:
 - a) The first individual or team based on timestamp to
 - i) Successfully submit programs that pass all test cases for challenges.
 - ii) Successfully submit programs that pass all debugging test cases and have the most test cases passed for the technical challenge.
 - iii) The most test cases passed for the first debug challenge.
- 8) **TIEBREAKER:** Team that submitted completed challenges first wins.
- 9) If no teams are successful, no awards will be given. For preliminary competitions, advancement to regional competitions will be at the center's discretion.
- 10) 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
- MESA Python 3 Course (required pre-course)
- Specification and Score Sheet for Coding Solutions

Programming Topics Student Need to Know

- Math operators
- User input/output
- Control and conditional statements
- Loops, iterations and nesting
- Boolean Algebra
- Lists
- Functions and user defined functions
- Data Structures

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

- Arithmetic
- Order of operations
- Evaluating Expressions and equations
- Properties of equalities and inequalities
- Solving algebraic equations and linear equations having one or two variables

Resources

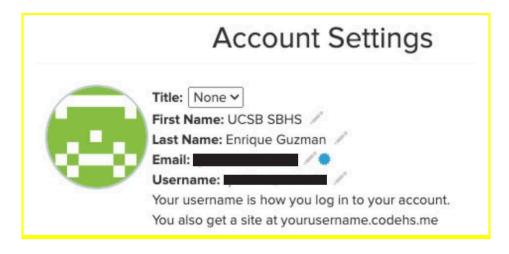
- https://www.sololearn.com/learn/courses/python-introduction
- https://www.w3schools.com/pvthon/default.asp
- https://www.learnpython.org/

Enrollment Links for MESA Day Python Course

Enrolling Instructions

When enrolling in CodeHS, EACH team member <u>MUST</u> include their MESA CENTER and SCHOOL in their registration. See below for example:

- First name field: Abbreviated MESA Center and School Name
- Last name field: Student's First and Last Name



Course Links

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

Northern California: For students affiliated with CSU East Bay, RISE, UC Davis, UCSF, Ukiah

NOVICE: https://codehs.com/go/52C1F Enrollment Code: 52C1F

EXPERIENCED: https://codehs.com/go/259BF Enrollment Code: 259BF

Central California: For students affiliated with Fresno State, San Jose State, UCSC, University of the Pacific

NOVICE: https://codehs.com/go/96FD6 Enrollment Code: 96FD6

EXPERIENCED: https://codehs.com/go/D5BE8 Enrollment Code: D5BE8

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

NOVICE: https://codehs.com/go/96FD6 Enrollment Code: 96FD6

EXPERIENCED: https://codehs.com/go/E7181 Enrollment Code: E7181

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

NOVICE: https://codehs.com/go/24FDC Enrollment Code: 24FDC

EXPERIENCED: https://codehs.com/go/9EFCF Enrollment Code: 9EFCF

SPECIFICATION AND SCORE SHEET FOR CODING SOLUTIONS

High School

MESA Center	:	Student 1:			Grade:
School:		Student 2:			Grade:
Division:	Novice 🗆 Exp				
 Specification Criteria □ 2025-2026 rules were followed □ One Program is properly labeled and commented within coding project with team members' names, grade level, school, and MESA center: (10% penalty if not properly labeled) 					
 □ All team members completed at least 90% (Novice) or 90 % (Experienced) of their respective codeHS 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	Technical Challenge			
Time of final Submission:	: :	: :			
Case #1	Pass No Pass	Pass No Pass			
Case #2	Pass No Pass	Pass No Pass			
Case #3	Pass No Pass	Pass No Pass			
Case #4	Pass No Pass	Pass No Pass			
Case #5	Pass No Pass	Pass No Pass			
	Total Pass:	Total Pass:		_	_
Total # of Ps X 10 =	Debug Sub score:	Technical Subscore:	Labeling Penalty (10%)	Grand Total	
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