The student will be given a task to solve on-site in a timed environment using the language of their choice. They may select from the following languages:

- VBScript
- Jscript (JavaScript)
- PHP
- Perl
- Python
- Java
- C, C++, or C#.

Students should bring their own laptops with which to compete. (BYOD)

First and second place will be recognized at the State Championship Awards.


**What the STLP Coordinator/Coach/Teacher should do:**
- Share the rubric with students
- Share past prompts with students
- Determine which students should apply for this category

**What the student should do:**
- Review the rubric
- Select your coding language and practice
- Be prepared for the prompt and timed event at State Championship

<table>
<thead>
<tr>
<th>STATE CHAMPIONSHIP</th>
<th>CRITERIA</th>
<th>POINTS POSSIBLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACCURACY</td>
<td>The student solves the Coding prompt with accuracy and detail (the specific criteria varies from year to year as the prompt changes)</td>
<td>75 (Must receive at least partial points here in order to receive points on the rest)</td>
</tr>
<tr>
<td>DESIGN</td>
<td>The solution is elegant, efficient and uses non-repetitious code</td>
<td>10</td>
</tr>
<tr>
<td>ERROR CHECKING</td>
<td>The script uses error checking for invalid input</td>
<td>10</td>
</tr>
<tr>
<td>TECHNIQUE</td>
<td>The script is easy to read (e.g. uses good scripting practices such as indentation, commenting, use of meaningful names for variables/subroutines)</td>
<td>5</td>
</tr>
</tbody>
</table>

**TOTAL SCORE OUT OF 100:**

Note: Points may vary slightly from year to year; however, the relative weight of each category remains consistent.