

Visual Studio

Contest Overview and Components

The Visual Studio.Net contest gives teams the chance to show how they can fill specific company needs, rather than using Commercial off the shelf (COTS) solutions, giving a company a strategic advantage.

Teams will be given the problem statement at the beginning of the contest time that will mimic a company's unique requirements. Time will be allowed to read the problem statement and ask any questions in a common session. Once the question & answer time has closed, no further questions will be answered. At the end of the contest period, each team will be asked to submit a copy of their solution (all source code/resources and compiled application) for judging.

Team Composition

Your team may be made up of 1-2 students.

Skills

The problem statement will include (but not limited to) topics from the following list:

- Use of standard controls
- Creating custom controls
- Menu creation and manipulations
- Classes and Object Oriented design principles
- Events and Handlers
- Graphics display and manipulation
- Data import, export, access, binding, connections, and manipulations
- XML / JSON
- Web Service Access
- Drag and Drop
- User preference persistence (application configuration)
- Output (Printing, PDF, Reports, or HTML formatted output)
- Encryption, decryption
- Three tier approach / MVC (interface/view, business/controller, and data/model)
- Database connections / create, read, update and delete

Scoring

Your submission must compile in order to be evaluated. More specific scoring may be distributed with the problem statement at the beginning of the contest time. General evaluation will be:

- Completion of requirements 80%
- Code Documentation 10%
- Application Documentation 10%

Schedule

For this contest, contestants will have a total time of 2½ hours for the contest overview, contest work and turn in. See contest schedule for contest time and place. Check in will begin 15 minutes before the contest begins.

Resources

- All projects must be done using a current version of Visual Studio (at least 2015) using only Visual Studio Tools. (no third party tools such as ReSharper)
- All projects can contain additional packages from the Nuget Package Manager, or student built packages created prior to the competition. No other frameworks / libraries / packages are allowed from any sources.
- All projects must use VB.Net, C#.Net, or Managed C++ (hosted in VS)
- All projects must use a .NET framework version of 4.5.1 or higher
- Web code should be developed using ASP.NET 4.5 or 5
- HTML code can be developed using XHTML or HTML5
- Internet access is allowed for research, but you must write your own code.