



Visual Studio

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Contest Overview and Components

The Visual Studio.Net contest gives teams the chance to demonstrate their programming skills to fill a company's needs using unique code, rather than Commercial off the shelf (COTS) solutions, giving a company a strategic advantage.

Teams will be given a problem statement at the beginning of the contest time that will explain 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.

Contest Note: students must be capable of saving their submissions on a USB flash drive from their personal computers.

Team Composition

Individuals or teams of 2 students can register for this competition.

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 deleteI
- LINQ
- Lambda

Scoring

Your submission must compile in order to be evaluated. A more specific scoring rubric 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

See contest schedule for contest time and place. The time will include contest overview, contest work and turn in.

Check in will begin 20 minutes before the contest begins.

Resources

- Each team must have at least 1 computer to complete your project
- All projects must be done using a current version of Visual Studio (minimally .NET 2022) using only Visual Studio Tools. (no third party tools such as ReSharper are allowed)
- 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 either VB.Net, C#.Net, or *Managed C++ (hosted in VS)*
- All projects must use a .NET framework version of 7.0 or higher
- Web code should be developed using ASP.NET 4.8 or higher
- HTML code can be developed using HTML5 or higher
- Internet access is allowed for research, although you must write your own code.