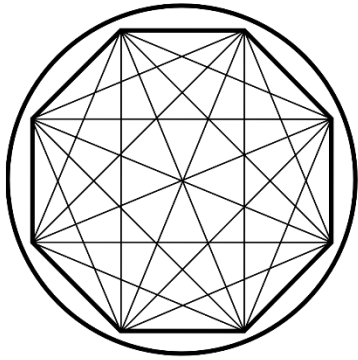




IDE SERIES

2026 SINGAPORE

IDE CODE HACKER

Competition Manual

Updated: 11 Feb 2026

Event Organiser:



IDE CODE HACKER

Scope of Competition

IDE Code Hacker is a coding competition that tests participants on their problem solving and computational thinking using Python. Participants will be required to write code to solve a computational task presented in a question. This competition event will require Python 3.x.



Competition Format

Participants will compete as individuals for both preliminaries and finals, **both will be held onsite**. They will be given 90-minutes to complete as many questions as they can. Points allocated for each question will be clearly stated. The questions will be grouped into Easy, Medium and Hard, each question having its own points based on difficulty. Participants are not expected to complete all the questions and are advised to be tactical in choosing questions.

Students are expected to bring their own computer devices that must be able to accept USB drives for distributing competition files and for submission.

No internet connections are allowed during preliminaries and finals. Students must install and use Python IDLE, with Python version $\geq 3.x$ for offline use. Latest stable version of 3.11.x and above is recommended.

No other IDEs are allowed for use in the competition preliminaries and/or finals (for eg. Microsoft VS Code, PyCharm, Jupyter notebook etc).



Scoring

Participants will be awarded points based on their final output and not based on efficiency and complexity of their program. Points will only be awarded if their algorithmic output matches and passes multiple test cases. Points will not be awarded if answer is hard-coded without logical algorithm, even if output is correct.

No points will be awarded in the event that the output is incorrect.

However, in the event of a tie in score, tiebreaker considerations will include:

- Commenting of code
- Simplicity and readability of program
- Use of advanced functions/methods to reduce length of code
- Efficiency of algorithm(s) / Faster speed

Skills Required

Participants are required and expected to be familiar with the standard programming proficiencies:

- Python keywords and built-in functions
- Global & Local Variables
- If/Else Conditionals
- For & While Loops
- Data structures such as List, Dictionary, Tuple & Set
- Arithmetic, Relational and Logical Operators
- Built-in modules such as random & math
- String processing and formatting
- User-Defined Functions
- File Input/Output
- Classes

Hard questions may include Python concepts that are uncommon, or concepts not seen in the list above.

Submission Details

Participants will be required to submit all their work by the **90-minute** mark of the competition. Submission will be collected through an USB drive. **Any submission after this point will not be accepted.**

Participants are expected to be sufficiently orientated to the computer system they will use for the competition, as well as using Python IDLE.

COMPETITION RULES

Rules and Regulations

General:

1. Students are to keep their screens upright throughout the competition, for invigilators to visually inspect to ensure no cheating.
2. No internet access
3. No pre-printed, pre-written cheatsheets of any kind
4. Blank, white pieces of paper is allowed at the start of competition for participants to write and visualise the questions
5. No external help is to be rendered in this competition. This includes receiving direction and contribution of any kind from any party or person. Failure to comply with this rule will be dealt seriously and may subject the individual to disqualification.
6. All decisions by the competition officials and organising parties are final.

