

Primary Programming Olympiad 2014

Computer Programming Contest for Elementary School Students

ANNOUNCEMENT

Parent Teacher Organization at Silver Oak Elementary (SOEPTO) is proud to announce that it will hold a computer programming contest for elementary school students of Silicon Valley. The mission of the programming contest is to encourage elementary students to learn the basics of computer programming. The student will have the opportunity to meet with other students their age who share the same excitement about programming. They will also have the chance to compete for the title "Best Primary Programmer of Silicon Valley," and go home with a nice tablet computer. The contest awards are sponsored by Silver Creek Academy www.scaasanjose.com.

PROGRAMMING CONTEST

Participants: This contest is opened to elementary or home-schooled students (12 and under) in the Bay area. Parent and/or legal guardian must accompany students.

Venue: Silver Oak Elementary School

Address: 5000 Farnsworth Dr., San Jose, CA 95138

Date & Schedule: May 10, 2014

9:00AM - 9:30AM – Introduction and Setup

9:30AM - 11:30AM – Problem Solving

11:30AM - – Lunch

11:30AM - 1:00PM– Judge Committee Review

1:00PM - 1:30PM– Award Ceremony

IMPORTANT DATES

April 19, 2014 – Application deadline

May 10, 2014 – Primary Programming Olympiad at Silver Oak Elementary, San Jose, CA

CONTEST AWARDS

Sponsored by **Silver Creek Academy**.

1st Prize: Chromebook

2nd Prize: 7" 32GB tablet

3rd Prize: 7" 16GB tablet



APPLICATION PROCESS

1. Applicants must solve the Entry Problem below to qualify.
2. Applicants must attach the source code, in any programming language, as well as a written summary of the solution to the application.
3. Applicants must send an email that includes the student's name, date of birth, parent's name, phone number, and the commented source code to primaryprogrammers@gmail.com by April 19, 2014.
4. For details on the contest and on-line application visit www.primaryprogrammers.org

ENTRY PROBLEM

Choose a programming language you like and write a program meeting the following requirements:

Problem Description

The task is to count the frequency of a character in any given text.

Input

The user should be able to type in a text. After the text is inputted, the computer will ask for a character.

Output

When a character is entered, the program will return with the number of occurrences of the character in the text. If the character is 'x' or 'X' the program will return with the frequency and exit.

Sample Input

> Enter text: Programming is real fun
> Character: a

Sample Output

> Character 'a' is found 2 time(s)
> Character 'x' is found 0 time(s) – exiting...

SPONSORS

SOEPTO, Silver Creek Academy