



IPSC IT FEST 2026

Platform & Environment Specification

Algorithm Challenge

The Doon School

DEHRADUN

Platform & Environment Specification

1. Languages and tools

1.1 Java, Python, C and C++ are the only four languages permitted for this competition, and only one of them may be used.

1.2 All built-in libraries are permitted and libraries such as matplotlib, pandas, numpy and scipy are encouraged and allowed in python.

1.3 Prohibited tools include libraries other than above mentioned, any external environments or code editors. Pre-written code snippets are not allowed, and use of AI and misuse of the Internet will not be tolerated.

2. Devices

2.1 Participants may bring any device of their choice other than those capable of providing Internet Access through Hotspot (these shall be deposited from before the competition starts). Use of any device of any sort will not be allowed post the starting of the round.

2.2 All participants will be given computers for the round, along with pre-installed code editors and compilers such as Python IDLE, BlueJ, Code::Blocks and Dev-C++.

2.3 The Computers will get continuous power supply, and power outlets may be available.

3. Network

3.1 Internet access will be provided, but only essential tools will be permitted.

3.2 Google Search Engine shall also not be permitted, and use of any AI (even Gemini) will not be tolerated. None of these should be used once the round starts.

3.3 If the network fails, general provisions shall be made as and when required.

4. AI tools

4.1 No AI tools are permitted whatsoever

4.2 Possession of any code snippet or any tool or device must be declared, and may be confiscated temporarily till the round ends.

4.3 All the participants are expected to know and understand their own codes fully, even if written by a teammate. Their thought process and ideation must also be clear.

5. Provided resources

5.1 Code editors and Compilers such as Python IDLE, BlueJ, Code::Blocks and Dev-C++ shall be provided.