CODE CHALLENGE
CHAMPIONSHIP

# WEB TRACK

## RULES & GUIDELINES

2026

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## 1. Introduction

### 1.1 What's Web Development?

Web development is the process of creating websites and online applications using programming languages. It's a versatile field with opportunities for both beginners and experienced developers. Mastering web development can open doors to various career paths and projects in today's digital landscape. Join us this year in our Web Challenge to enhance your skills and build incredible projects!

### 1.2 Why Learn Web Development?

- Develops problem-solving skills in debugging.
- Sparks creativity through online project creation.
- Large community and strong global support.
- Enables sharing and creative expression online.
- In high demand for job opportunities.

### 1.3 Does This Track Suit You?

If you are passionate about web development, enjoy designing interactive user interfaces, and want to improve your coding skills, then this track is for you! Whether you are a beginner or an aspiring web developer, this challenge will help you enhance your problem-solving and coding abilities.

### 1.4 Track Guidelines

1. Teams must follow the rules specific to their category (see below).
2. The use of online AI coding assistants is strictly prohibited.
3. Copying code from external sources or using pre-written solutions is strictly prohibited and will lead to team disqualification.
4. Code must be written using offline editors (e.g., VS Code, Atom).
5. Teams must follow best practices in code readability and organization.

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## 2. Categories

### 2.1 Junior Category

This category is designed for students aged **10–13** years.

**Rules:**

- Teams must use **pure HTML & CSS** without any frameworks.
- **JavaScript or external libraries are NOT allowed.**
- Teams must work using offline editors like VS Code or Atom.

**Topics Covered:**

- Basic HTML Structure & Core Elements
- Main CSS Properties
- Box Model
- Element Positioning
- Responsive Web Design
- Flexbox Layout
- Drawing with HTML & CSS
- Transitions & Hovering

### 2.2 Senior Category

This category is designed for students aged **14–17** years.

**Rules:**

- Teams must use **pure HTML & CSS & JavaScript** without any frameworks.
- Teams must work using offline editors like VS Code or Atom.

**HTML & CSS Topics:**

- All topics covered in the junior category
- Interactive Forms & Inputs
- Advanced CSS Selectors
- Drawing with HTML & CSS
- Transitions & Animations
- CSS Grid Layout
- Tables
- Responsive Designs with Media Queries

**JavaScript Topics: (New in 2026)**

- Variables & Mathematical Operations
- Logical & Comparison Operators
- Taking Inputs from Users
- Control Structures (Conditionals, Loops, Switch Statements)
- Event Handling
- DOM Manipulation (Modifying HTML & CSS Based on User Actions)
- Form Validations

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## 3. Judging Criteria

### 3.1 Code Completeness & Correctness (50 Points)

This section evaluates how effectively the code solves the given problem.

1. **Does the code solve the provided mission? (40 Points)**

    - The judging system will verify if all required concepts and components (HTML structure, CSS styling, and JavaScript functionality) are present.
    - Each mission will test 4 - 8 key concepts as mentioned in the targeted age group, with the 40 points divided equally among them, for example **10 points per concept (for 4 concepts).**

2. **Does the page contain any functional errors? (10 Points)**

    - If the page contains functional errors (e.g., broken layouts, incorrect form handling), **2 points will be deducted per issue.**

**3.2 Code Readability & Organization (15 Points)**

1. **Are variables, classes, and IDs well-named? (5 Points)**

    - Non-descriptive names will result in **1-point deductions**.
2. **Is the CSS structure well-organized? (5 Points)**

    - Proper use of selectors, avoiding redundant rules, and maintaining a clear hierarchy will be evaluated.
    - Poor structure will result in **1-point deductions.**
3. **Does the code follow coding best practices? (5 Points)**

    - The code should follow proper indentation, spacing, and readability guidelines.
    - Violations result in **1-point deductions.**

**3.3 Judging & Code Explanation (25 Points)**

This section will be evaluated by a panel of two experienced judges.

1. **Can the team explain their solution? (10 Points)**

    - Judges will assess how well the team understands and explains their code.
    - Each judge will give a score, and the final score will be the average.
2. **Can the team answer the judges' questions? (15 Points)**

    - Teams will be asked three technical questions related to their mission.
    - Each correct answer earns **5 points**.

**3.4 Bonus Part (10 Points)**

1. **Did the team successfully complete the bonus part? (10 Points)**

    - If they solve the bonus part correctly, **they will receive 10 points, otherwise, they will get 0.**

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