

Contest Instructions

This guide is intended to help you learn the contest environment, write and submit programs, and interpret feedback from the judges. *Last update: 3/20/2017*

Log into the computer

Log into the computer using the following format, replacing "XX" with your team ID:

Username: **teamXX**, Password: **pwXXteam**

You will be prompted with a dialog window (with a big red X) asking you to change your password. Change your password, even to the same one, if you want. After logging in, take a look at the **U:\pc2work** directory, which contains some test input files and a place for you to save your programs while working on them.

Log into the software

You will be using the program PC² to submit problems and receive feedback from the judges. To start it, double-click the **Launch PC2 Team** shortcut on your Windows desktop. Starting PC² will bring up the **login screen**, similar to the one shown here. To log in, your username is *teamN* and your team password is written at the top of the second page of these instructions. After entering your team name and password, click on the **Login** button.



Writing a Program in Java

To begin writing your program in Java, locate either NetBeans or Eclipse by typing their name into the Windows Start menu. By default, Eclipse files are source are stored in **U:\workspace**, and Netbeans files are stored in *C:\Users\teamNN\Documents\NetBeansProjects*, where "NN" is your team ID number. You are welcome to change these defaults, on your own. Your Java program must read from standard input when submitted to the judges. We suggest creating a Scanner, as in: `Scanner input = new Scanner(System.in)`, but you can also use a BufferedReader. All of your code for each problem solution must be in a single source code file.

Writing a Program in C++ or Python 2.7

Locate *Microsoft Visual Studio 2015* from the Start menu. When you select the location of your project, make it on drive U. We recommend the **U:\pc2work\solutions** folder. Your submitted program must read from standard input and write to standard output. All of your code must be in a single source code file. See the warmup solution program for a sample.

Main Team Window

On the right side of this page you can see the main team window. The View Runs tab shows all runs you've submitted so far, with the results.

Submitting a Program to the Judges

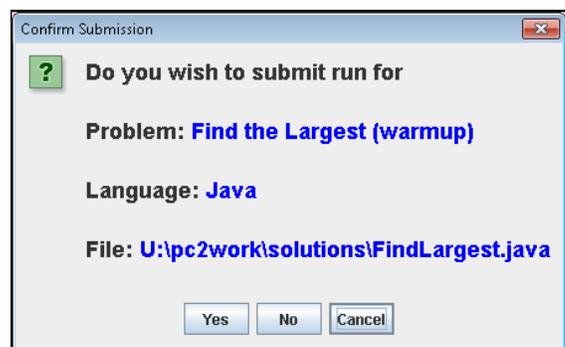
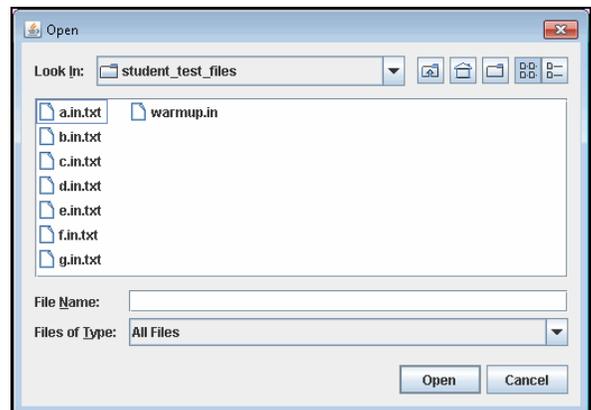
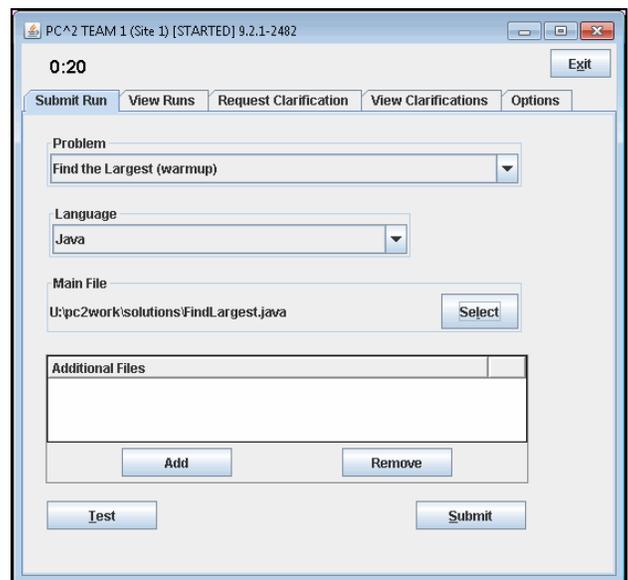
A team can submit a problem using the **Submit Run** tab *shown to the right*. Clicking in the **Problem** box will display a drop-down list of the contest problems. Choose the problem name for which you wish to submit a program.

Clicking in the **Language** box will display a list of the programming languages allowed in the contest. Choose the language used by the program that you wish to submit.

Click on the **Select** button to open a **File Dialog** that lets you locate and select your program's source code file.

Before submitting your program for judging, you can test it first. Clicking the **Test** button will make a **Test Run**, meaning it will compile and execute your program on your machine, using an environment very similar to that of the Judges (except that it will use your data file, not the Judge's data file). Just because your program runs the way you intended in your development does not necessarily mean that it will run exactly the same way in the Judge's environment. Test Runs do not count against your score in the contest. You will be prompted by the test window for the location of your test data file (*shown to the right*) — browse to the **U:\pc2work\student_test_files** folder and select the appropriate data file. The files are named with capital letters that match them to the problem identifiers. Therefore, Problem A will read the file named A.in.txt, Problem B will read the file named B.in.txt, and so on. We have provided these test files for you, using the same test data that is printed in the problem specifications. **We recommend that you add more test data to these files**, using the program specifications as a guide.

Once you are satisfied with the results of your Test Run, click the **Submit** button. A confirmation dialog such as the shown on the right of this text will appear. Click Yes to confirm the submission and send the run to the Judges.

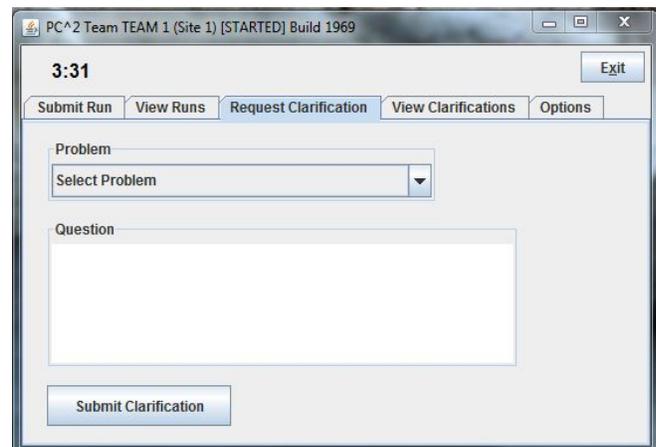
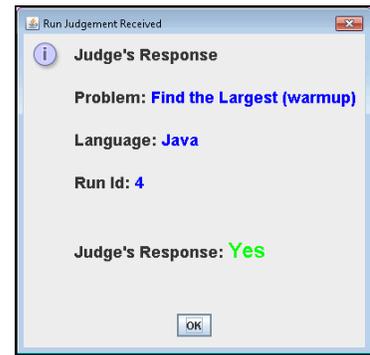


When your run submission has been received by the Judges you will see a message similar to this confirmation dialog.

Clarifications

If you believe that one of the contest problem statements is ambiguous, you may submit a clarification request to the Judges. To submit a request, click the **Request Clarification** tab.

Click the **Problem** box and select the problem name for which you are submitting a clarification request, type your question in the text box in the center, and click the **Submit Clarification** button. When the Judges respond to your submitted clarification request, a Judge's Response message will pop up on your screen. Once a question has been clarified by a Judge, the answer can be seen in the View Clarifications tab. Note that a Judge might send out the clarification to another team's question as a broadcast, so it is your responsibility to check this tab periodically for any updates



Printing

Before printing any files, make sure the team and school name are written at the top of the source code file. During the competition, you will have the option to print out a hard copy of your code and work on it as necessary. To print a file, do as you would normally, by going to the **File > Print** menu (show below). In room ECS141, choose the printer name as **iLab on papermill**. (The printer name for PG6 rooms will be posted on the white board.) Once a file has printed, remain seated, someone will bring the copy to your team location.

Practice Session

Code a solution to the Warmup problem. Then, while the competition software (pc2team) is running, do the following:

1. Click the *Submit* tab.
2. Select *Warmup Problem* from the *Problem* dropdown list.
3. Select Java, Python 2.7, or C++ from the *Language* dropdown list.
4. Next to *Main File* entry, click the *Select* button. Select your source code file (we have samples in the U:\pc2work\solutions) folder.
5. Click the *Test* button. Navigate to the the *warmup.in.txt* file in the U:\pc2work\student_test_files folder.
6. If the program runs correctly, click the *Submit* button. Click the *Confirm* button to submit your program to the judges. Later, you will receive feedback from the judges.