

How to Use the System

Read First: When Getting in Trouble with the System

Do not panic; stay calm. Raise your hand to call a staff member and tell them about your trouble. Here are a couple of phrases that may be useful in typical situations:

- “We printed _____ (source code, debug output, ...) about ____ minutes ago but have not received the printout yet.”
- “_____ (browser, Eclipse, ...) does not start.”
- “Our _____ (computer, keyboard, mouse, ...) stopped working.”

Staff will call the system team for you when they cannot help you by themselves.

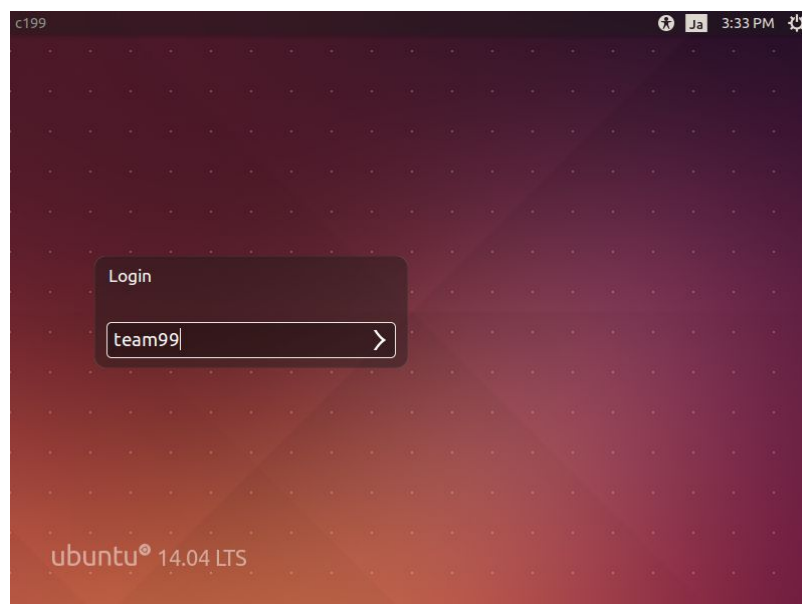
Do not use the Clarification for system troubles. You will be responded with “Contact the staff.”

Logging In to Your Computer

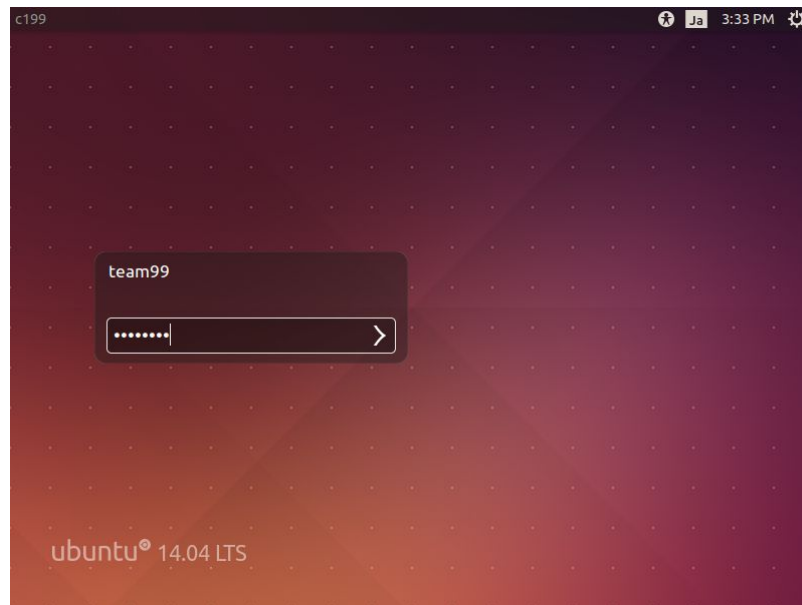
Your team ID and password are provided in a document in an envelope.

Note: You will use *the same team ID* but *different passwords* in the practice session (Saturday) and the main contest (Sunday). You will receive a document of login information each day.

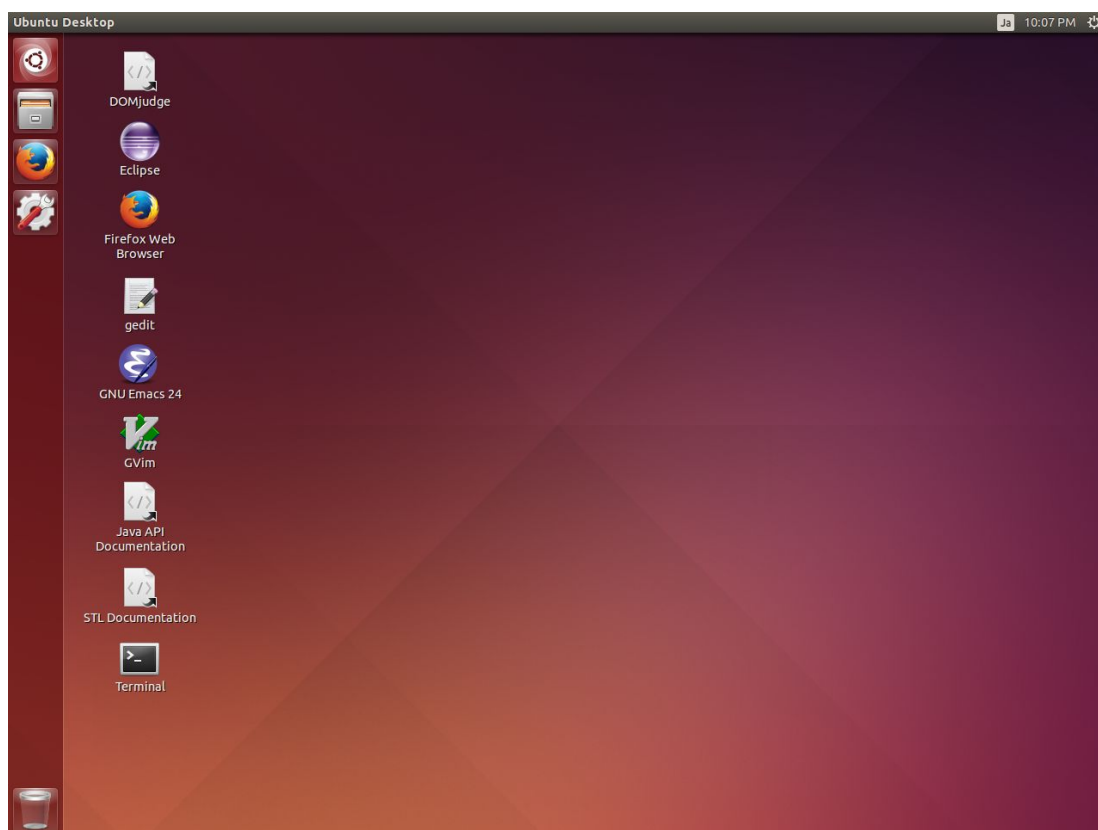
1. Type your team ID (team01 or team02 or ...) and press [Enter]:



2. Type your password and press [Enter]:



You should see a screen like this:



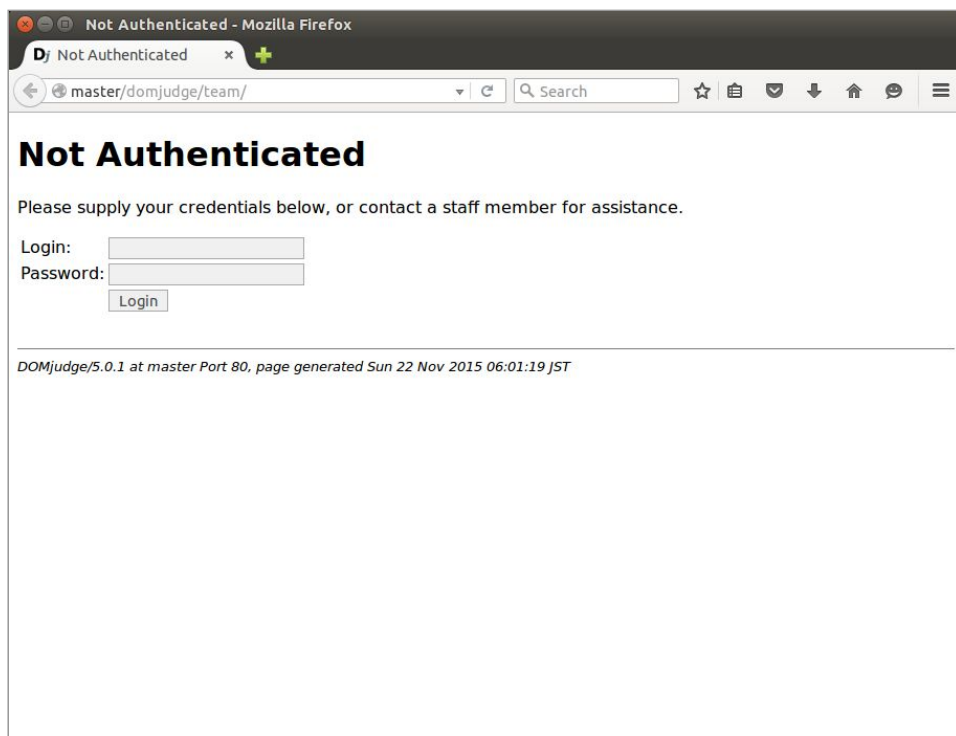
Logging In to the Contest System

We use *DOMjudge 5.1.1* for the contest system this year.

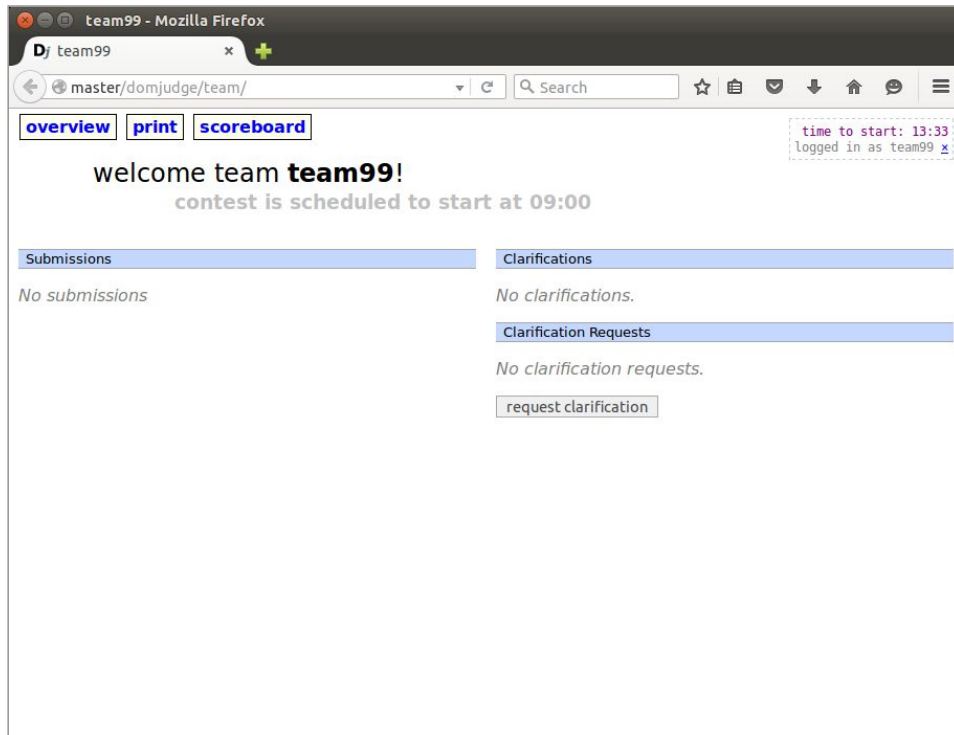
1. Double-click the DOMjudge shortcut on the desktop. It will open a new tab of Firefox.



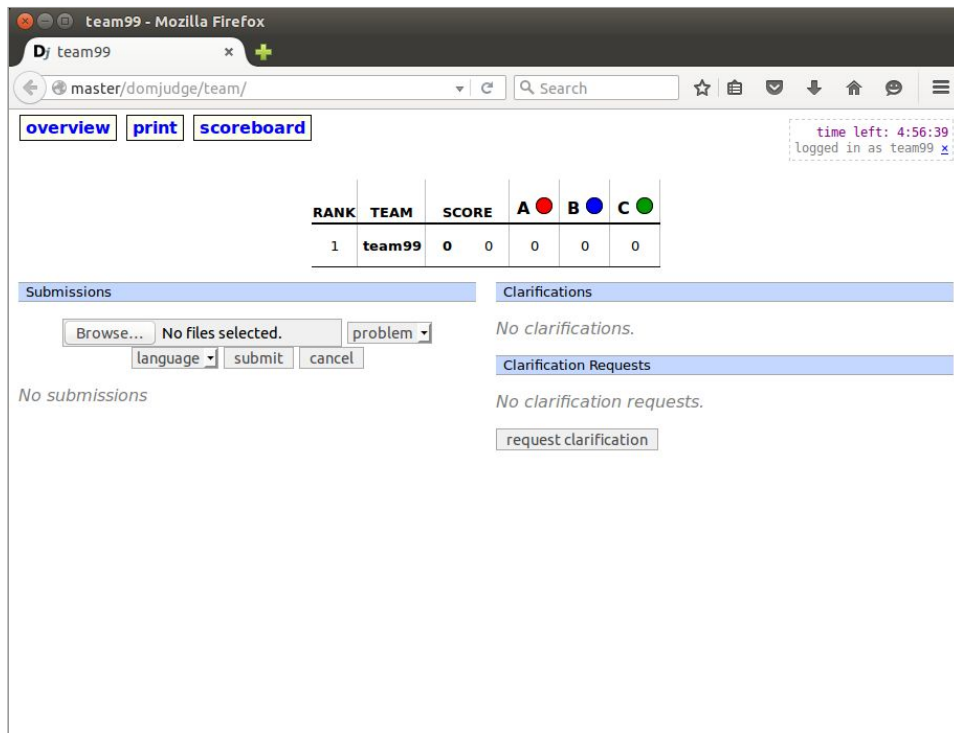
2. Type your team ID and password (the same ones as you used to log in to the computer), then click the [Login] button.

A screenshot of a Mozilla Firefox browser window. The title bar reads "Not Authenticated - Mozilla Firefox". The address bar shows "master/domjudge/team/". The main content area displays a "Not Authenticated" message: "Please supply your credentials below, or contact a staff member for assistance." Below this message are two input fields: "Login:" and "Password:". A "Login" button is positioned below the password field. At the bottom of the page, a footer line reads: "DOMjudge/5.0.1 at master Port 80, page generated Sun 22 Nov 2015 06:01:19 JST".

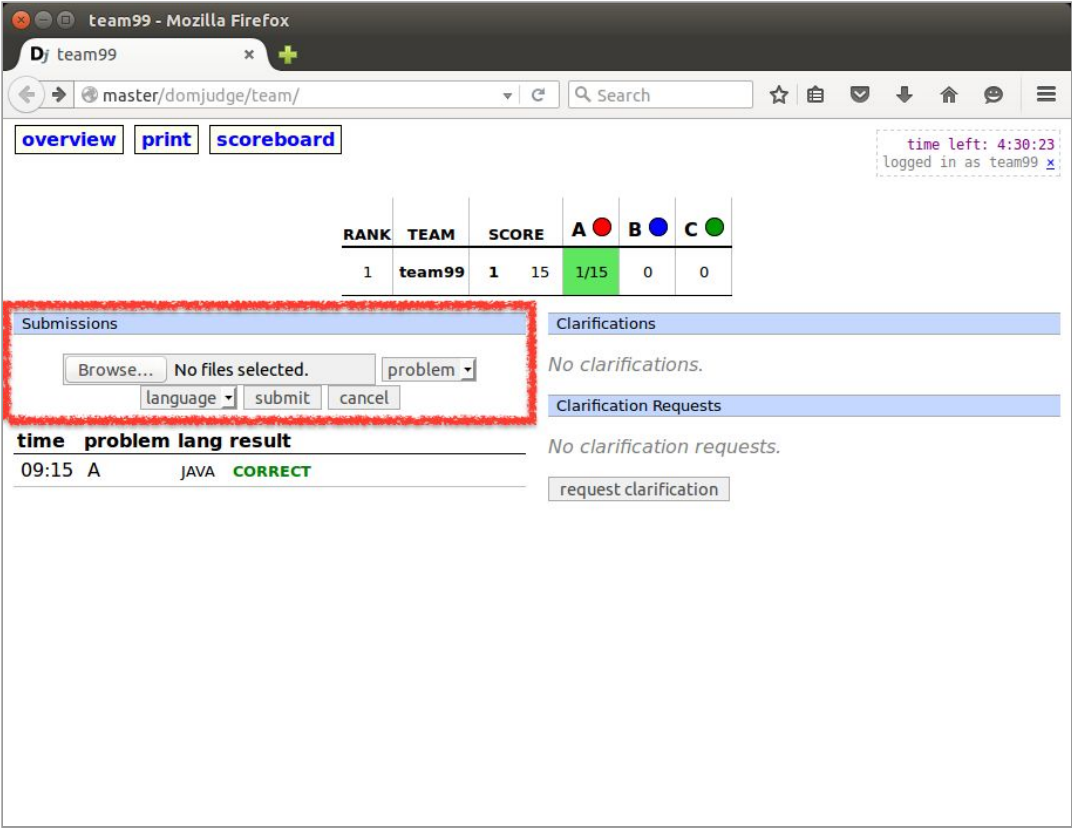
You should see a page like this:



Once the contest starts, you will see a page like this:



Submitting Your Code



You can submit your code on the left side of the page. Select the file(s), the problem, and the language, then click the [submit] button. You can select multiple files in the dialog; hold the [Ctrl] key down when selecting additional files. If you are using Eclipse, your source files are typically found under the folder named workspace.

Filenames may contain only alphabets (A···Z, a···z), digits (0···9), and some symbols (+, ·, _), and must start with an alphabet or a digit (may not start with a symbol).

The results of your submissions are shown below the submission form. You can click on each row to see the details of a submission.

Communicating with the Judge

The screenshot shows a web browser window for 'team99' on the 'master/domjudge/team/' page. At the top, there are navigation buttons for 'overview', 'print', and 'scoreboard'. A status bar indicates 'time left: 4:30:23' and 'logged in as team99'. Below this is a scoreboard table:

RANK	TEAM	SCORE	A	B	C
1	team99	1 15	1/15	0	0

Below the scoreboard are two main sections: 'Submissions' and 'Clarifications'. The 'Submissions' section includes a file upload area with 'Browse...', 'No files selected.', and 'problem' dropdown, along with 'language', 'submit', and 'cancel' buttons. Below this is a table of submissions:

time	problem	lang	result
09:15	A	JAVA	CORRECT

The 'Clarifications' section is highlighted with a red dashed box and contains 'No clarifications.' and a 'request clarification' button. Below it is the 'Clarification Requests' section, which contains 'No clarification requests.' and a 'request clarification' button.

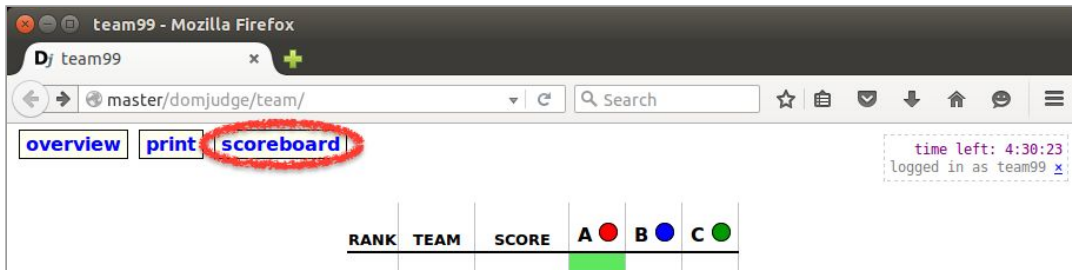
The right side of the page has two sections: Clarifications and Clarification Requests.

Clarifications shows messages from the judge. When the judge makes announcements to all teams, they will show up in this section.

Clarification Requests allows you to ask questions to the judge *about problems*. To ask a question, click the [request clarification] button. It will show a form; fill it and click the [Send] button. Be sure to write your question *in English!* When you receive an answer, it will show up in Clarifications.

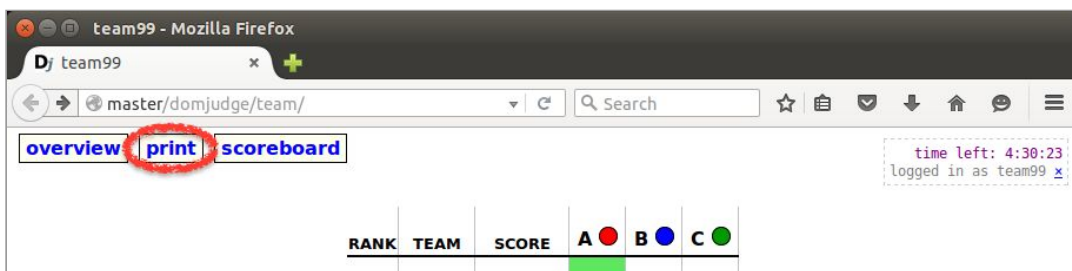
Do not ask questions *about the system* with this feature — see the very beginning of this document.

Viewing the Scoreboard



Click [scoreboard] in the top navigation links to see the current standings. Note the scoreboard will stop being updated at 30 minutes before the contest ends.

Printing Your Code and Text



Click [print] in the top navigation links, then select the file and the [Print code] button.

Your printouts will be delivered to your seat by staff. **Do not** attempt to pick them up by yourself; the printers are located in the staff area, which you cannot enter.

Do not use other methods, especially printing features in applications.

Only plain text is supported. **Do not** print anything else (e.g. PDF, HTML).

We do not have many printers. **Do not** print many pages of documents. Printing the whole content of STL document or Java API document is a bad idea, for example.

Writing and Compiling Your Code

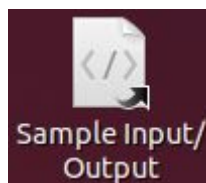
The system has Eclipse, gedit, Emacs, and Vim/GVim for IDEs and editors. Use your favorite. There is a shortcut on the desktop for each of them.

See another document ([Judgement Details](#)) for the compiler options used on the judge system.

If you are using editors other than Eclipse and need instructions about how you can compile and run your programs, please see [Appendix A](#).

Sample Inputs and Outputs

You will be able to download sample inputs and outputs at <http://master/samples/>, *soon after* the contest starts. There is also a shortcut on the desktop:



Customizing the System

We strongly discourage you from changing system settings. If you choose to do, you are responsible for all troubles it could cause, i.e. you must do at your own risk.

Also be advised the system will be reset to the original state between the practice and the main contest. All files and customizations made during the practice will be lost.

Taking Out Your Files after the Contest

If you would like to take your files out of the computer after the contest, please put them in:

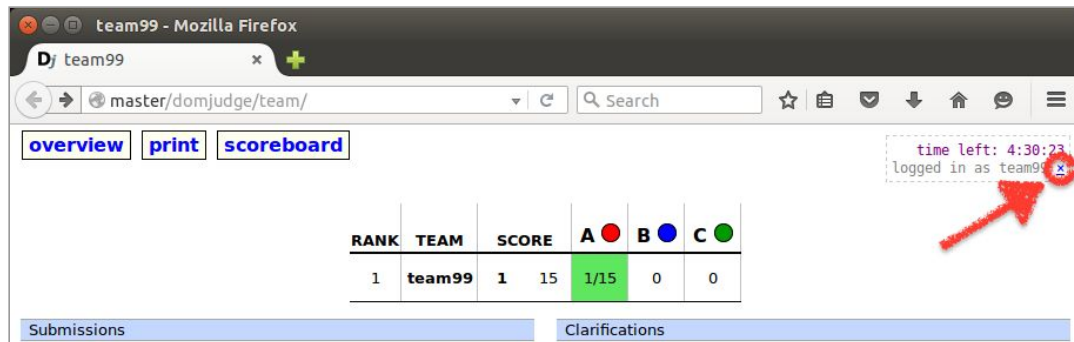
```
~/takeout
```

We will pick up the files there and send them to you by email. We will give you some time to copy the files after the contest is over, so that you do not have to care about it during the contest.

See [Appendix B](#) if you need step-by-step instructions.

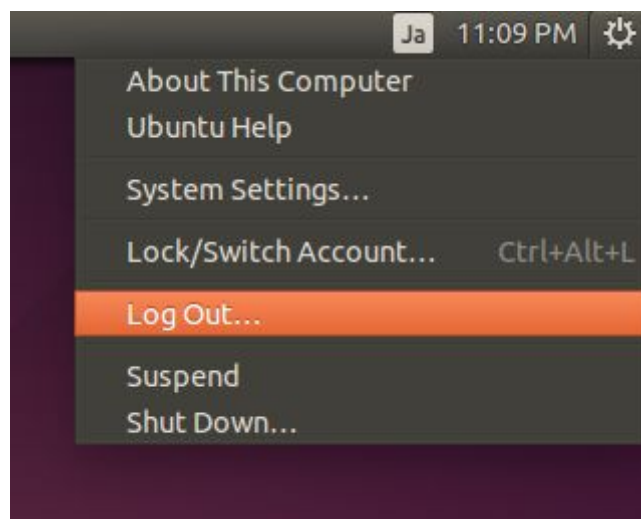
Logging Out from the Contest System

1. Close the browser, or click [x] in the box at the top-right corner.



Logging Out from Your Computer

1. Click the gear icon at the top-right corner of the screen.
2. Select [Log Out...] from the popup menu. **Do not** shut down or suspend the computer.

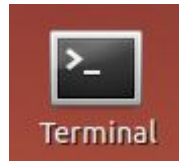


Appendix A: How to Compile and Run Your Code

C/C++

We assume that you save your source file as `ProbA.c` or `ProbA.cpp` and input file as `ProbA.in` in your home folder (`teamXX`). Do not create them on the desktop; it is not the way we expect.

1. Double-click the Terminal shortcut on the desktop.



2. Type as follows in the Terminal window (`↵` denotes [Enter]), depending on whether you are using C or C++. It compiles your code and generates a binary named `a.out`.

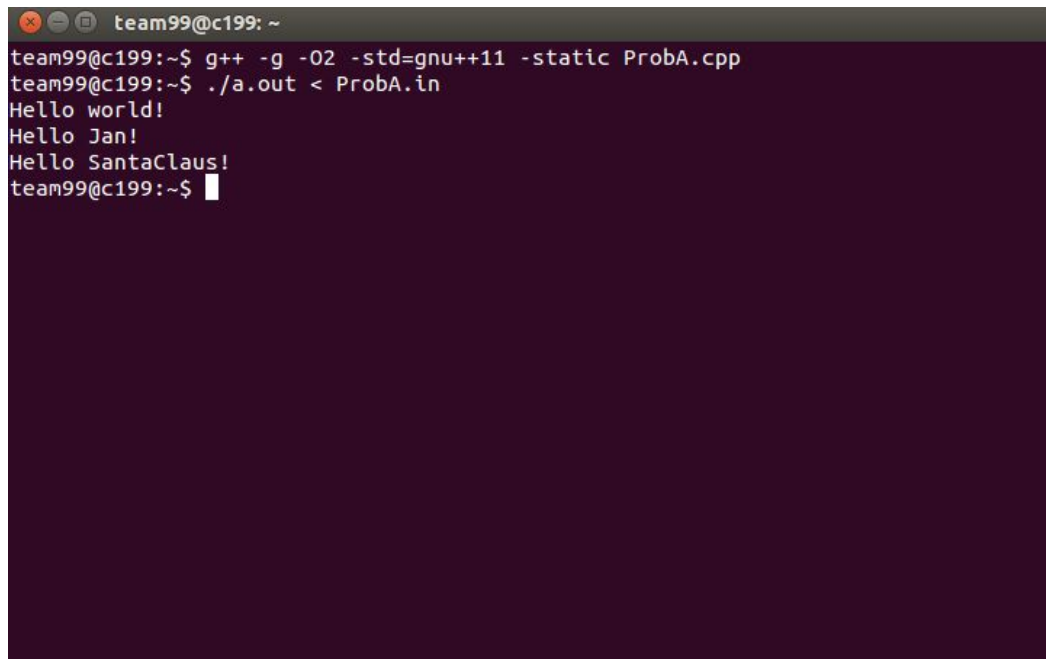
```
C:    gcc -g -O2 -std=gnu11 -static ProbA.c -lm↵
C++:  g++ -g -O2 -std=gnu++11 -static ProbA.cpp↵
```

3. Type as follows to run your program:

```
./a.out < ProbA.in↵
```

If you would like to save the output into a file named `ProbA.out`:

```
./a.out < ProbA.in > ProbA.out↵
```

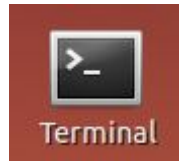
A screenshot of a terminal window with a dark purple background. The window title is 'team99@c199: ~'. The terminal shows the following commands and output:

```
team99@c199:~$ g++ -g -O2 -std=gnu++11 -static ProbA.cpp
team99@c199:~$ ./a.out < ProbA.in
Hello world!
Hello Jan!
Hello SantaClaus!
team99@c199:~$ █
```

Java

We assume that you save your source file as `ProbA.java` and input file as `ProbA.in` in your home folder (`teamXX`). Do not create them on the desktop; it is not the way we expect.

1. Double-click the Terminal shortcut on the desktop.



2. Type as follows in the Terminal window (↵ denotes [Enter]). It compiles your code into Java class files (e.g. `ProbA.class`).

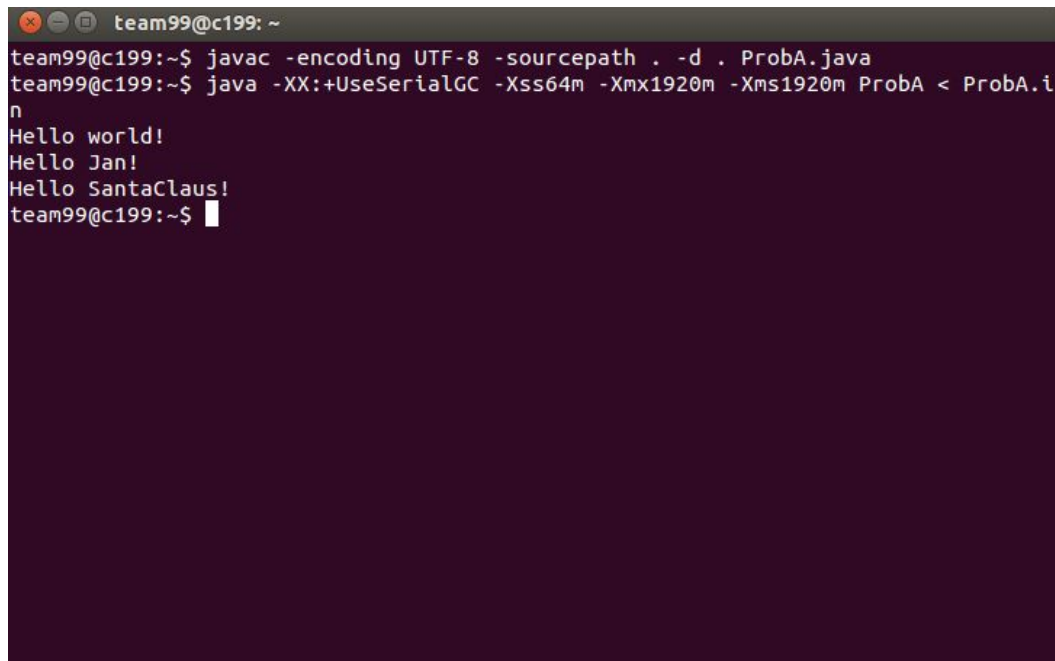
```
javac -encoding UTF-8 -sourcepath . -d . ProbA.java↵
```

3. Type as follows to run your program:

```
java -XX:+UseSerialGC -Xss64m -Xmx1920m -Xms1920m ProbA < ProbA.in↵
```

If you would like to save the output into a file named `ProbA.out`:

```
java -XX:+UseSerialGC -Xss64m -Xmx1920m -Xms1920m ProbA < ProbA.in > ProbA.out↵
```

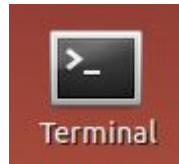
A screenshot of a terminal window with a dark purple background. The window title is 'team99@c199: ~'. The terminal shows the following commands and output:

```
team99@c199:~$ javac -encoding UTF-8 -sourcepath . -d . ProbA.java
team99@c199:~$ java -XX:+UseSerialGC -Xss64m -Xmx1920m -Xms1920m ProbA < ProbA.in
Hello world!
Hello Jan!
Hello SantaClaus!
team99@c199:~$
```

Python

We assume that you save your source file as `ProbA.py` and input file as `ProbA.in` in your home folder (`teamXX`). Do not create them on the desktop; it is not the way we expect.

1. Double-click the Terminal shortcut on the desktop.



2. Type as follows in the Terminal window to run your program (`↵` denotes [Enter]):

Python 2: `python ProbA.py < ProbA.in↵`

Python 3: `python3 ProbA.py < ProbA.in↵`

If you would like to save the output into a file named `ProbA.out`:

Python 2: `python ProbA.py < ProbA.in > ProbA.out↵`

Python 3: `python3 ProbA.py < ProbA.in > ProbA.out↵`

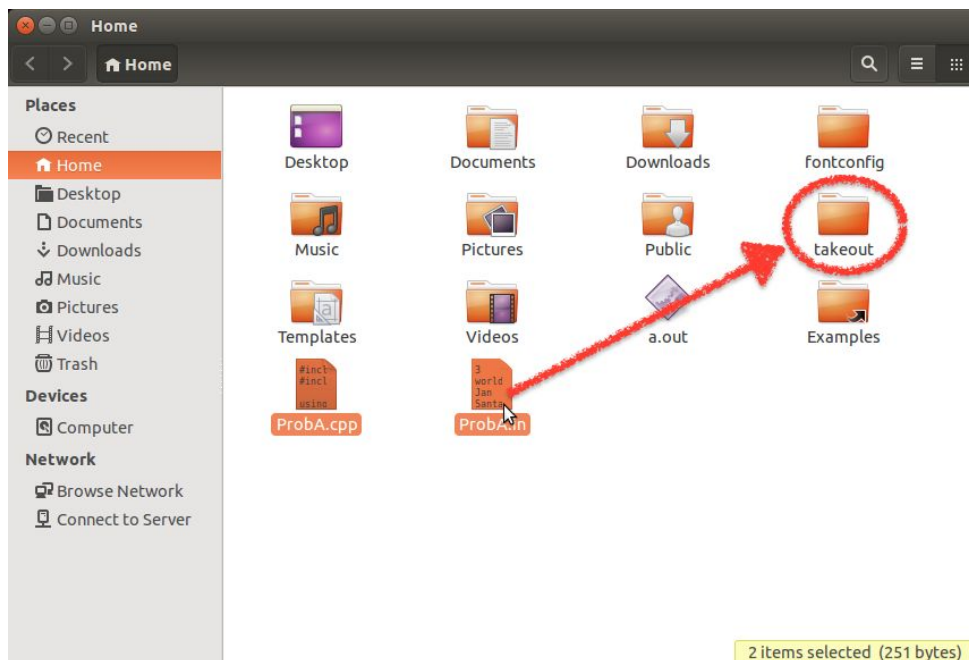
```
team99@c199: ~
team99@c199:~$ python3 ProbA.py < ProbA.in
Hello world!
Hello Jan!
Hello SantaClaus!
team99@c199:~$
```

Appendix B: How to Move Your Files to Take Out

1. Click [Files] in the launcher (on the left of the screen) to open your home folder.



2. Select your files to copy. You can use [Shift] and [Ctrl] as you do on Windows/Mac.¹
3. Drag and drop them into the takeout folder.



¹ For Mac users: [Ctrl] behaves like [command] here.