

Using Contest System

Overview

We use *DOMjudge 7.3.2* for the contest system this year.

You will only need a web browser to access the contest system. The DOMjudge's web interface works with any modern web browsers, including recent versions of Chrome, Firefox, and Edge. DOMjudge does not support legacy browsers (Internet Explorer in particular) though.

Of course, you need compilers and editors to write and run your code locally. Remember that you must use the same computer for coding and accessing the contest system.

Login Information

You will need username and password to log in to the contest system. You will use the *same username* but a *different password* in the practice session (03/15) and the contest proper (03/16).

Your login information is sent to you by email. See that email for more details.

Each of you is assigned a unique user account. So your login information is different from that of your teammates. No worries — your user account is tied to the team you belong to, and the contest system shows the same information to all members of the same team. You can see the activities (submissions and clarifications) of your teammates. Likewise, your teammates can see your activities.

Do not tell or leak your username and password, even to your teammates.

In Case of Trouble

If you can access DOMjudge, use Clarifications. See [Communicating with the Staff](#) (p. 7).

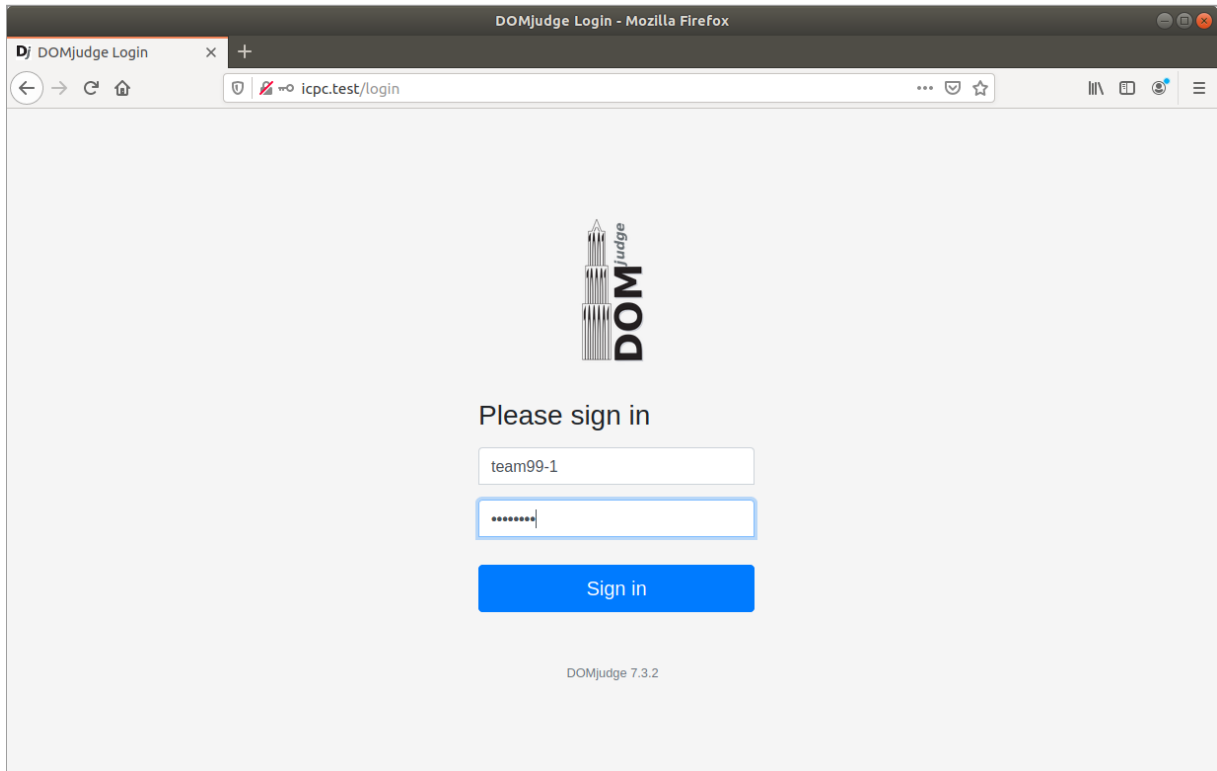
If you cannot, e.g. because of machine or network trouble, follow the instructions from the organizer. The instructions are given by the time the contest starts.

Logging In to the Contest System

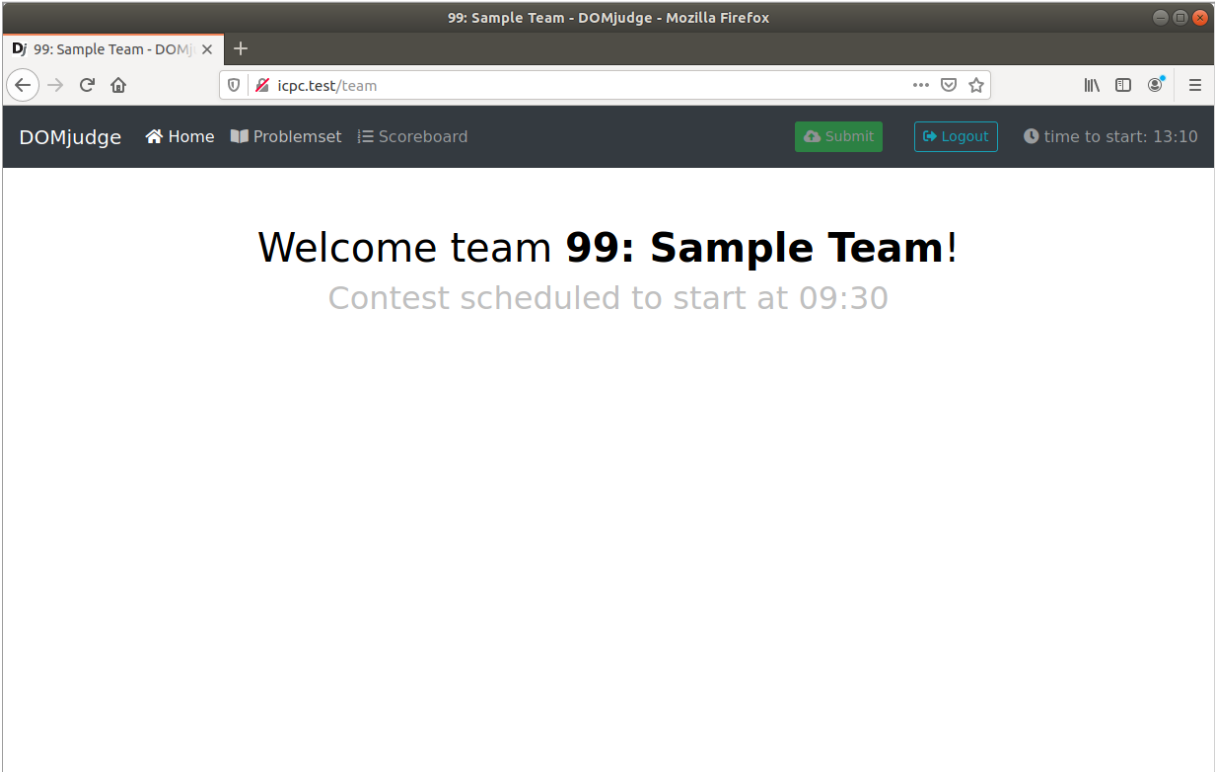
1. Open your web browser, then navigate to

<https://icpc2021.yamagula.ic.i.u-tokyo.ac.jp/team>.

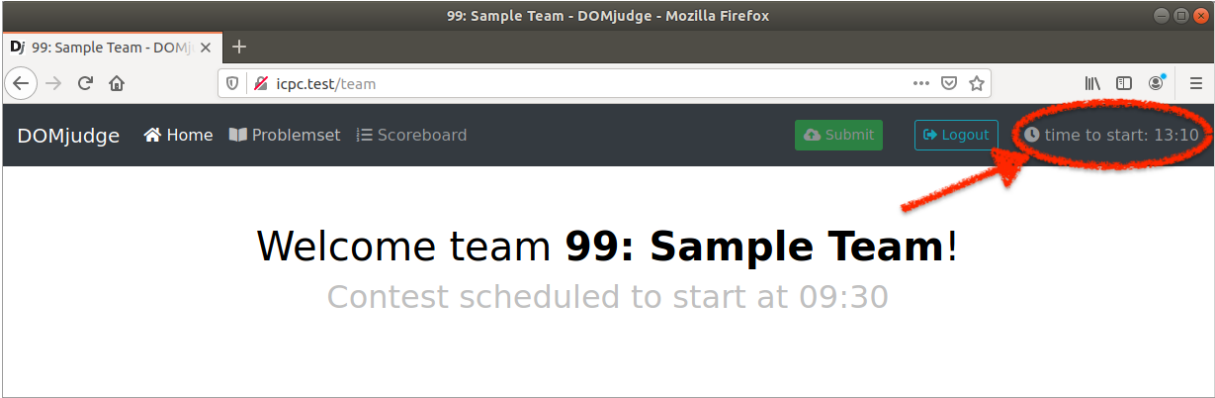
2. Type in your username and password, then click the [Sign in] button.



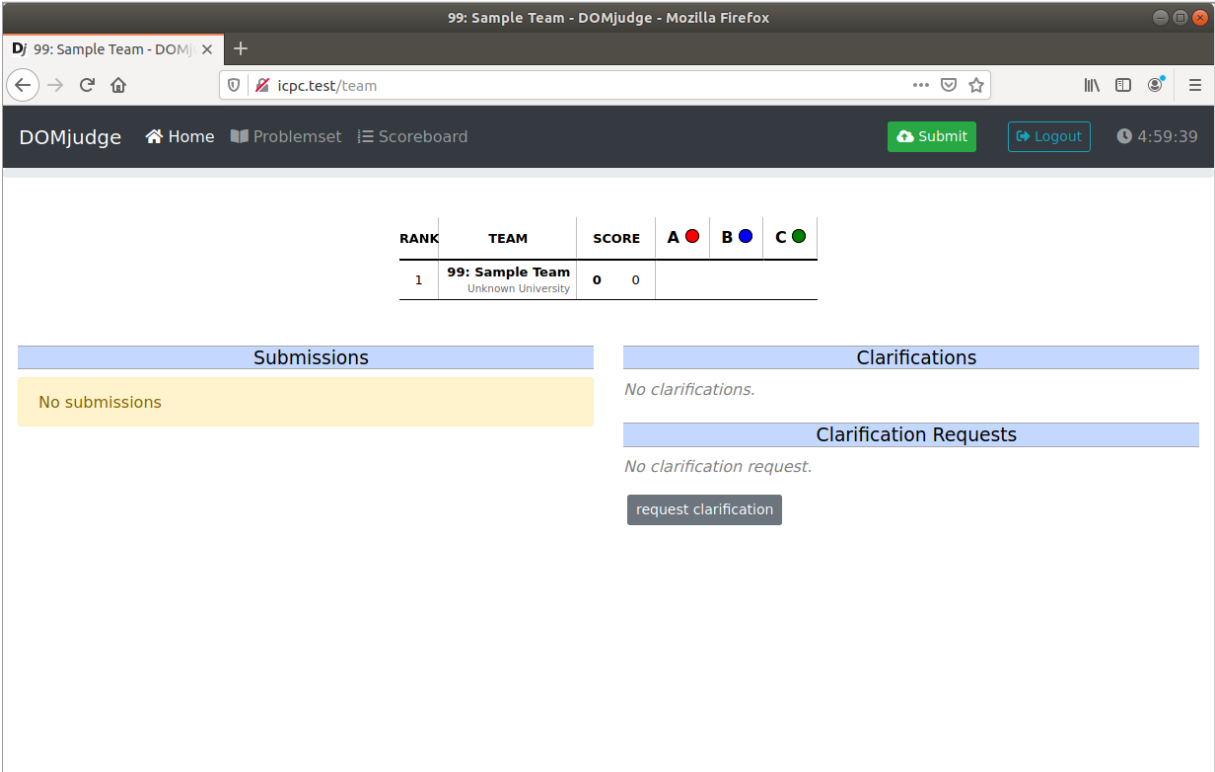
Once you get logged in, you will see a page like this:



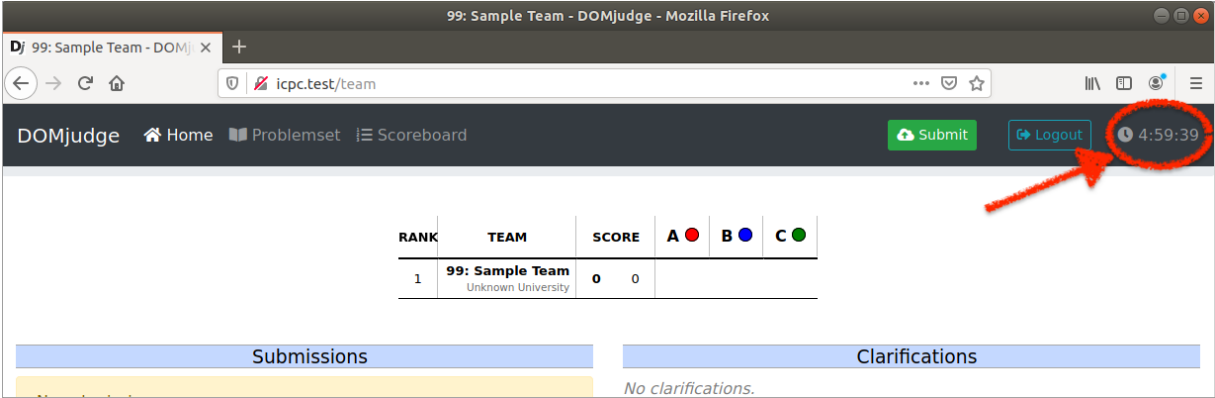
This page has a countdown timer at the upper-right corner:



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

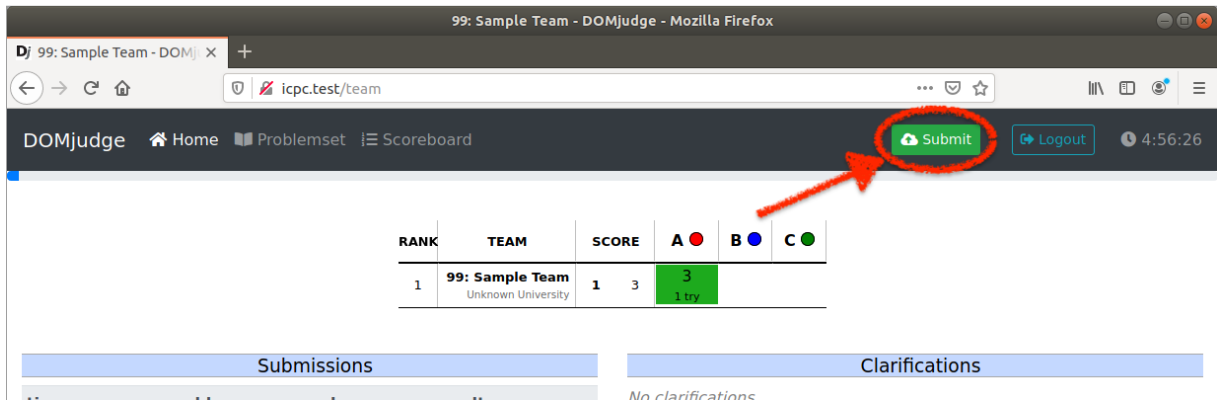


Again, you can check the time to end at the upper-right corner:

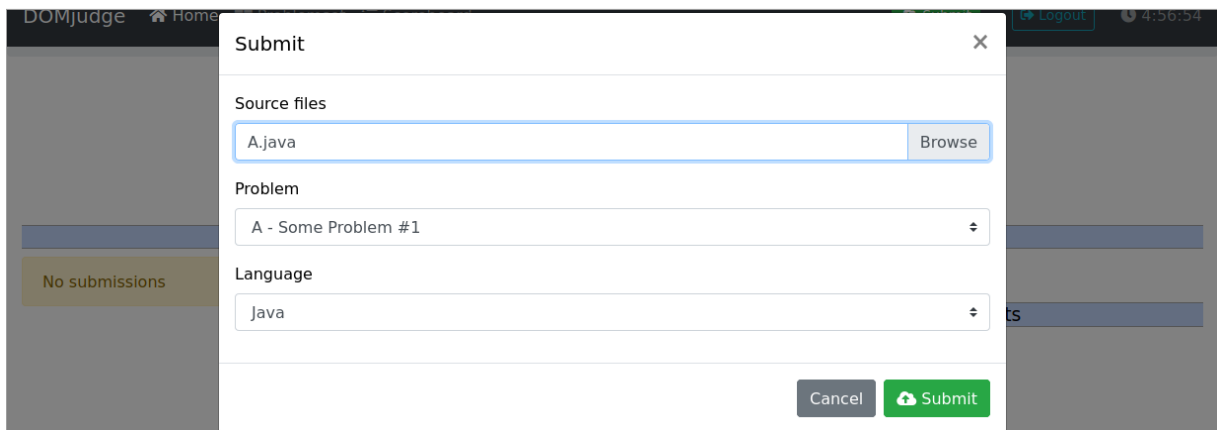


Submitting Your Code

1. Click the [Submit] button near the upper-right corner. It will open the Submit dialog.



2. Choose your source files, problem, and language, then click the [Submit] button in the dialog.



Your submission results show up in the Submission section. You can see the details of each submission by clicking the corresponding row.

The Submission section also shows the submissions from your teammates.

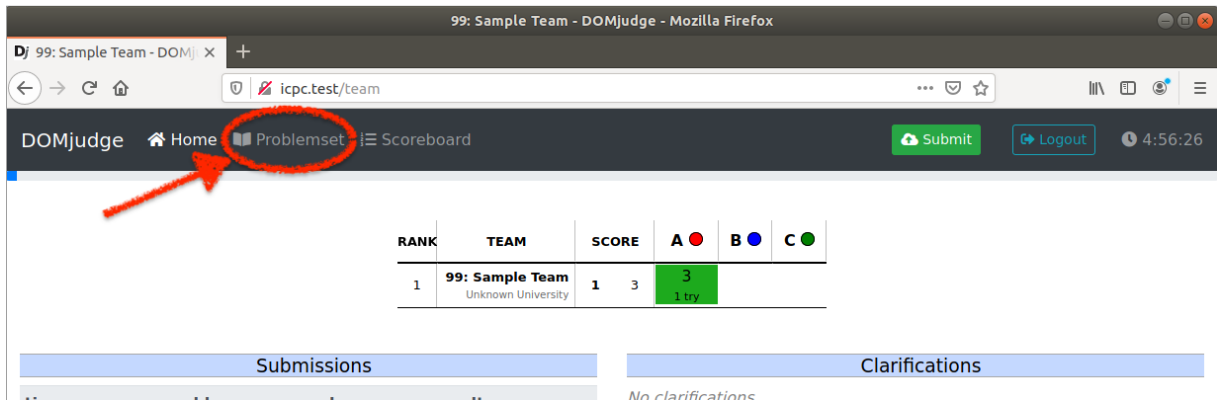
You can submit multiple source files: hold the [Ctrl] key¹ down when choosing files.

Filenames may contain only alphabets (A-Z, a-z), digits (0-9), and a few symbols (+, ., _). They must start with an alphabet or a digit. In other words, they may not start with a symbol.

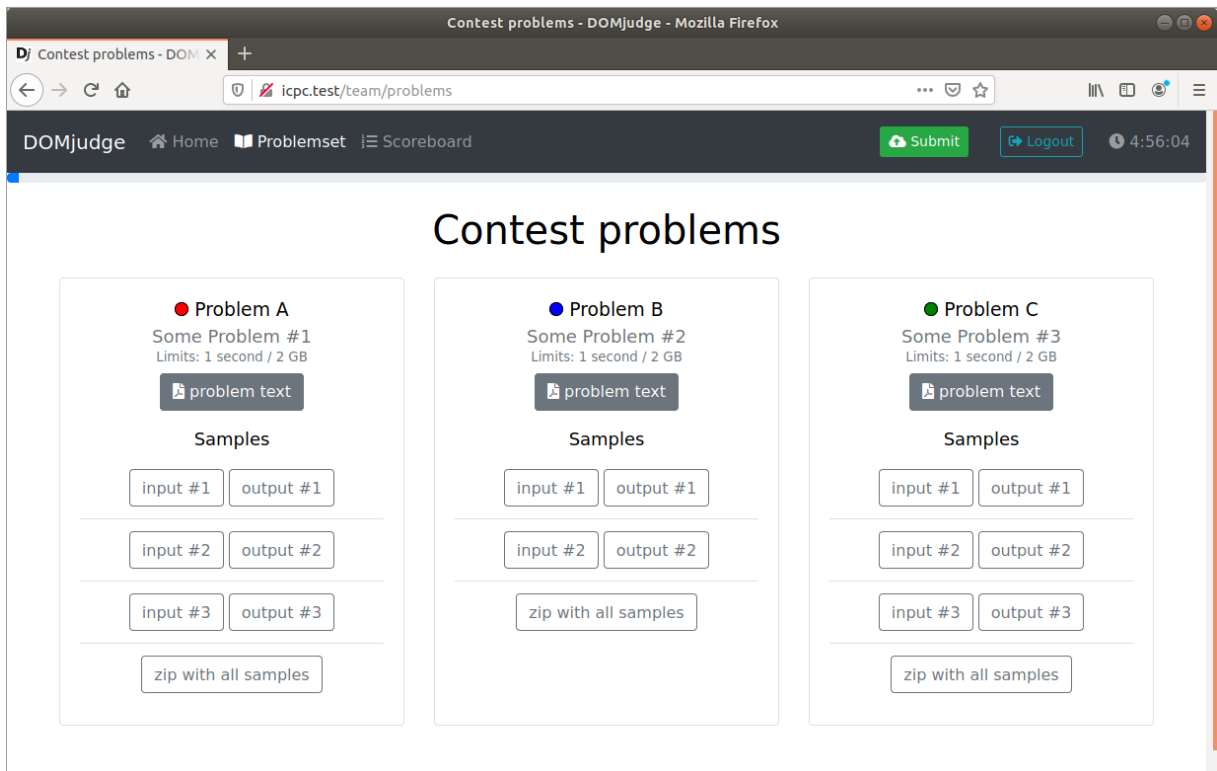
¹ On macOS, hold the [command] key instead.

Downloading Sample Input/Output

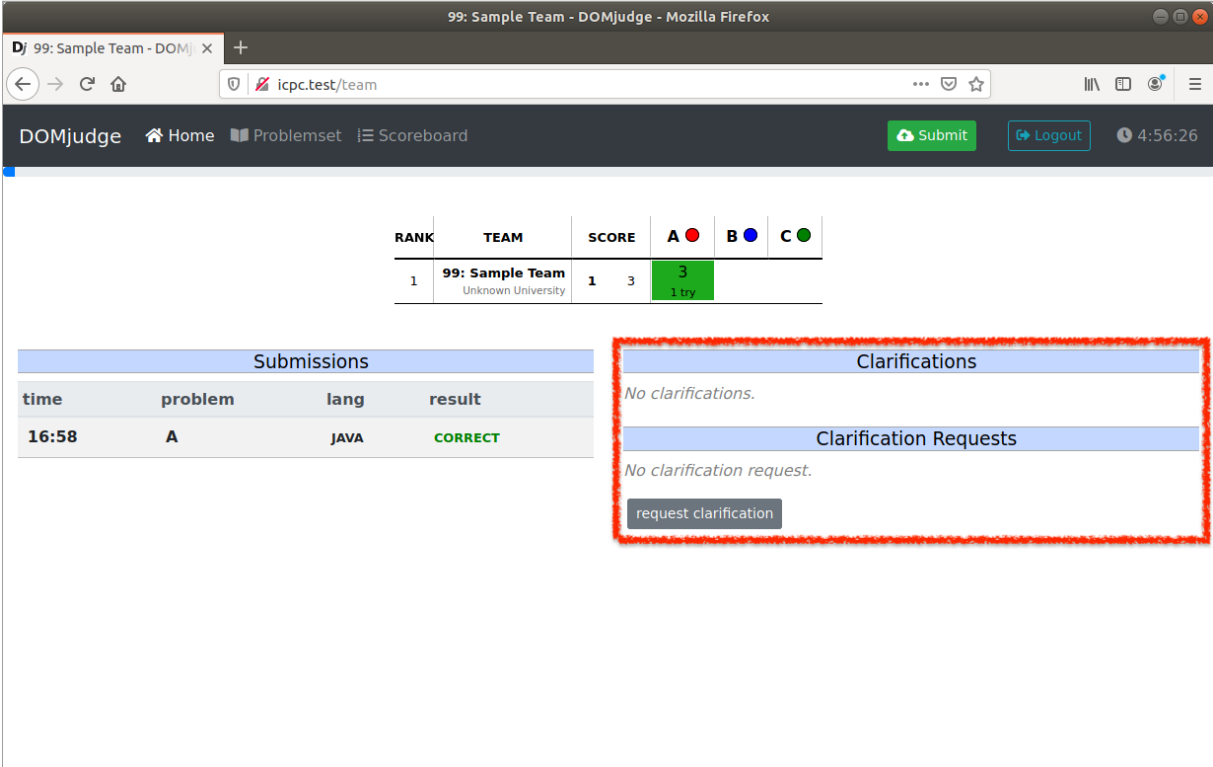
1. Click [Problemset] in the top navigation. It will open the Contest problems page.



2. Click the button of what you want to download.



Communicating with the Judge



The screenshot shows the DOMjudge interface for a team named "99: Sample Team". The scoreboard shows a rank of 1, a score of 3, and 1 try. The submissions table shows a submission at 16:58 for problem A in JAVA, which is CORRECT. The Clarifications section is currently empty, and the Clarification Requests section shows "No clarification request." with a "request clarification" button.

RANK	TEAM	SCORE	A	B	C
1	99: Sample Team Unknown University	1 3	3 1 try		

time	problem	lang	result
16:58	A	JAVA	CORRECT

Clarifications

No clarifications.

Clarification Requests

No clarification request.

request clarification

On the right side is the only communication channel between you and the judge.

The Clarifications section shows messages from the judge. When the judge makes any announcements, they will show up in this section.

To ask a question to the judge:

1. Click the [request clarification] button. It will open the Send clarification request dialog.
2. Choose the Subject, write your question in the Message field, and click the [Send] button.

Your question will show up in the Clarification Requests section until it is answered. After you receive an answer, it will appear in the Clarifications section.

Remember that the same information is shared among team members. Your clarification requests will be visible to your teammates, and you will see the clarification requests by your teammates.

Be sure to write your question *in English* when you talk to the judge!

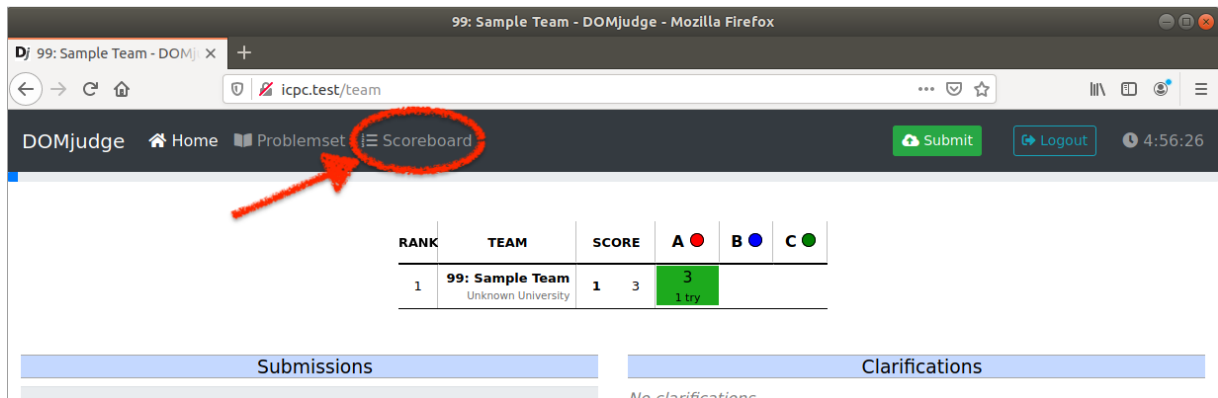
Communicating with the Staff

As we are online this year, you can also use Clarifications to contact other staff members.

Choose "Contact to Staff" as the Subject. You can write your message in Japanese or English. Note the staff may reply to you in English even if you use Japanese, though.

Do not ask the staff about problem statements or judgments.

Viewing the Scoreboard



Click [Scoreboard] in the top navigation to show the current standings. Note the scoreboard will stop being updated (be “frozen”) 60 minutes before the contest ends.

Writing and Compiling Your Code

Use your favorite editors and compilers on your computer. If you want to know the compilers and their options used in the judge system, please see [Judging Details](#) (another document).

Logging Out from the Contest System

1. Click the [Logout] button at the upper-right corner of the page.

