Topcoder HOWTO

A. Create Account

1) Go to topcoder.com
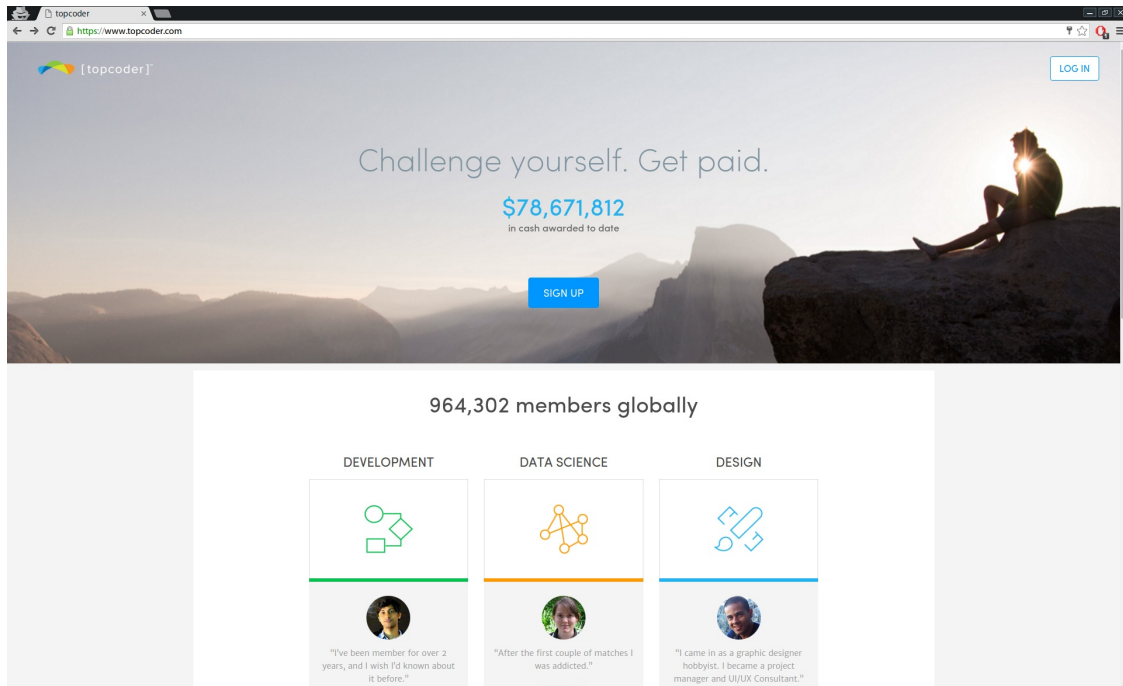
2) Create an account

B. Use the topcoder Applet

1) Get the Topcoder Applet:
http://www.topcoder.com/contest/arena/ContestAppletProd.jnlp
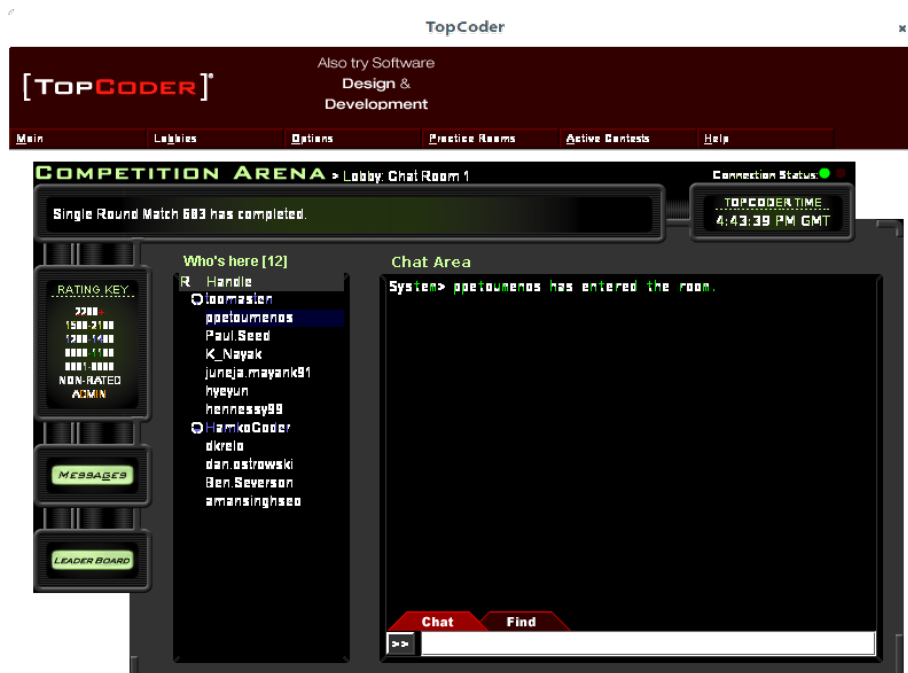
2) Install Java Web Start (JWS).

3) Run the Applet. From the command line:
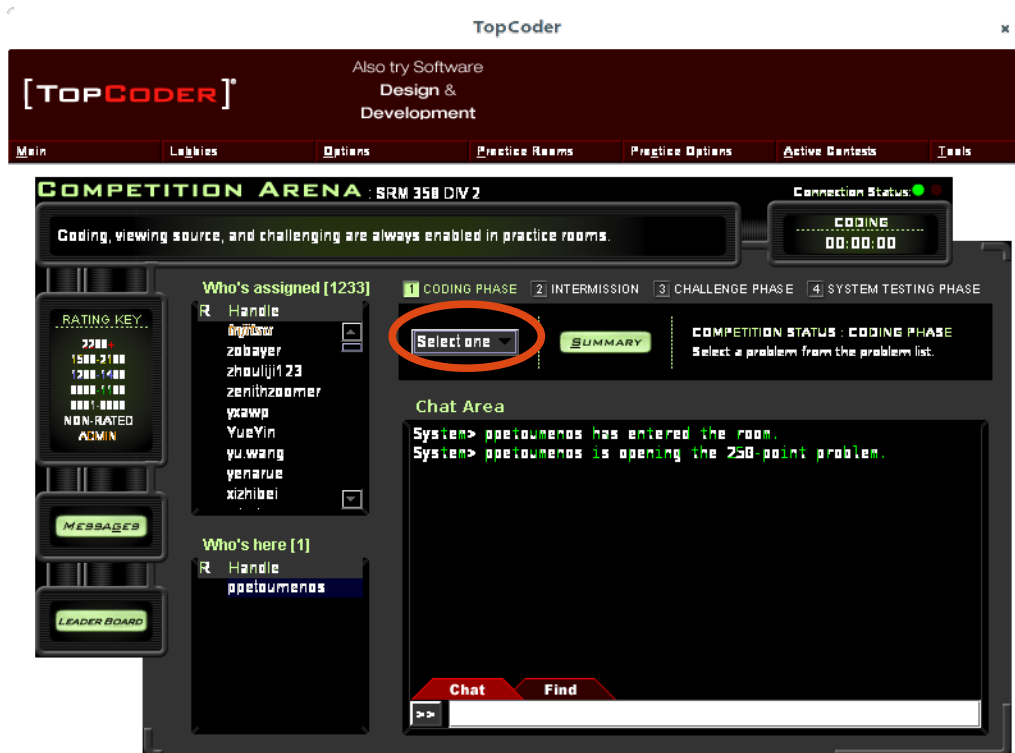javaws -Xignoreheaders -headless ContestAppletProd.jnlp

4) Give the necessary permissions to the applet and then login.
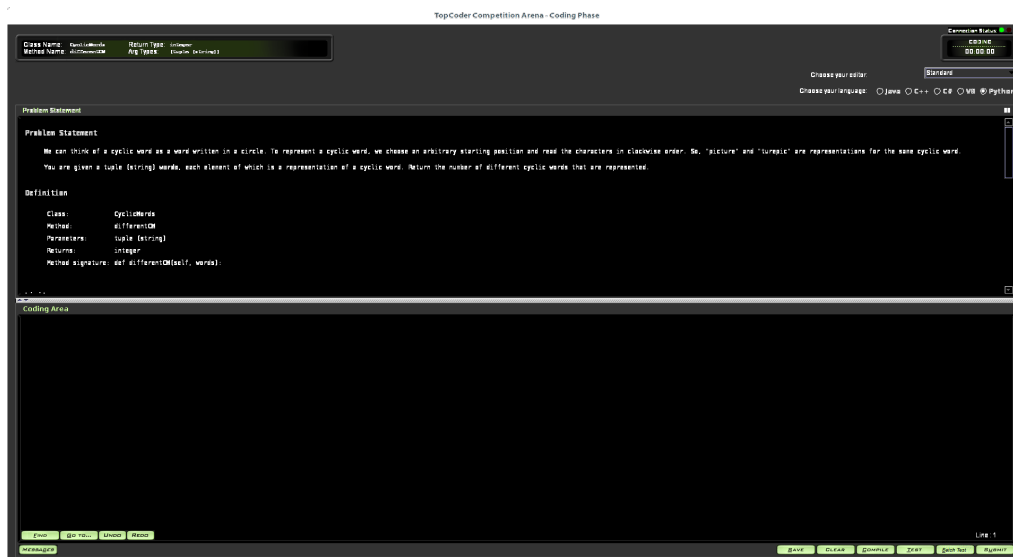

5) This is the arena. Select your practice room from the top menu, pressing "Practive Rooms".

6) Select the problem difficulty from the drop down menu just above the chat area

7) This will open the problem statement and the editor. Select your language from the top right. Your code has to implement the method/class prototypes named in the statement.

8) When you've written your program, press at bottom right:
first "Compile",
then "Batch Test" or "Test",
and finally "Submit".
This will in turn build your code, test it using the sample inputs/outputs given in the
problem statement, and upload it to Topcoder.

9) Based on the time it took you and the number of unsuccessful submissions, you will be
awarded a score.

10) Back at the practice room, you can press the "Summary" Button. This shows you the
users who have opened the problems and their scores if they solved them.

11) If you double click on a score, the user's submitted code will appear. This way you
can check whether you could have solved the problem in a more elegant or efficient way.

C. Web Arena

1) Alternatively you can access the arena from your browser, but without access to other user's solutions. Go to the topcoder website. From the top menu select Compete → Competitive Programming
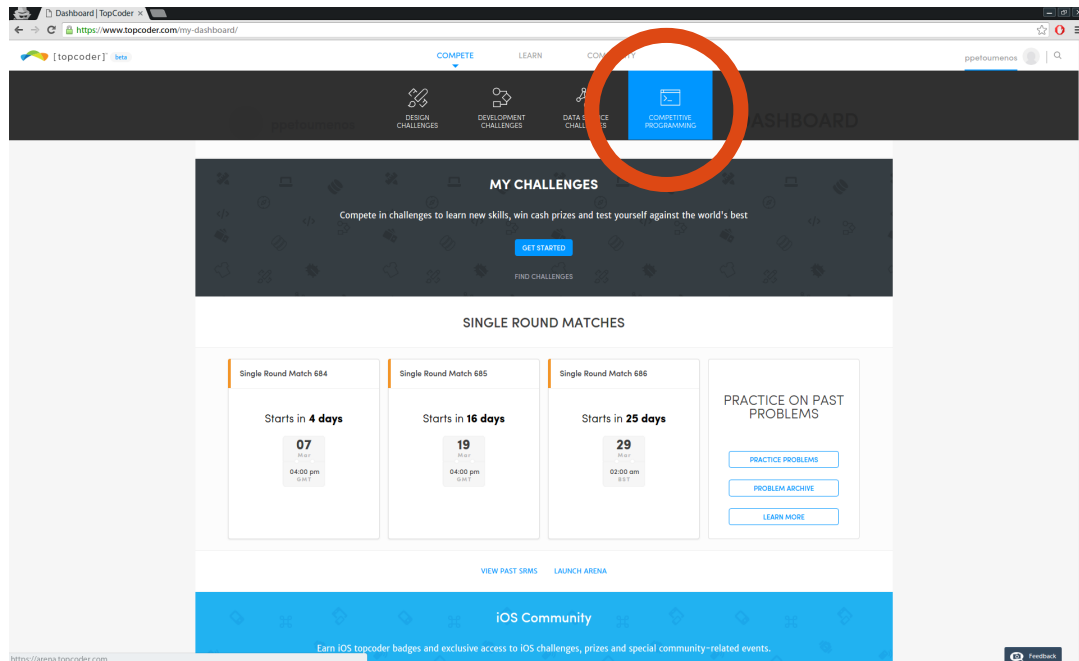
2) The topcoder arena (https://arena.topcoder.com/) has opened in a new tab/window. Select Practice Problems.
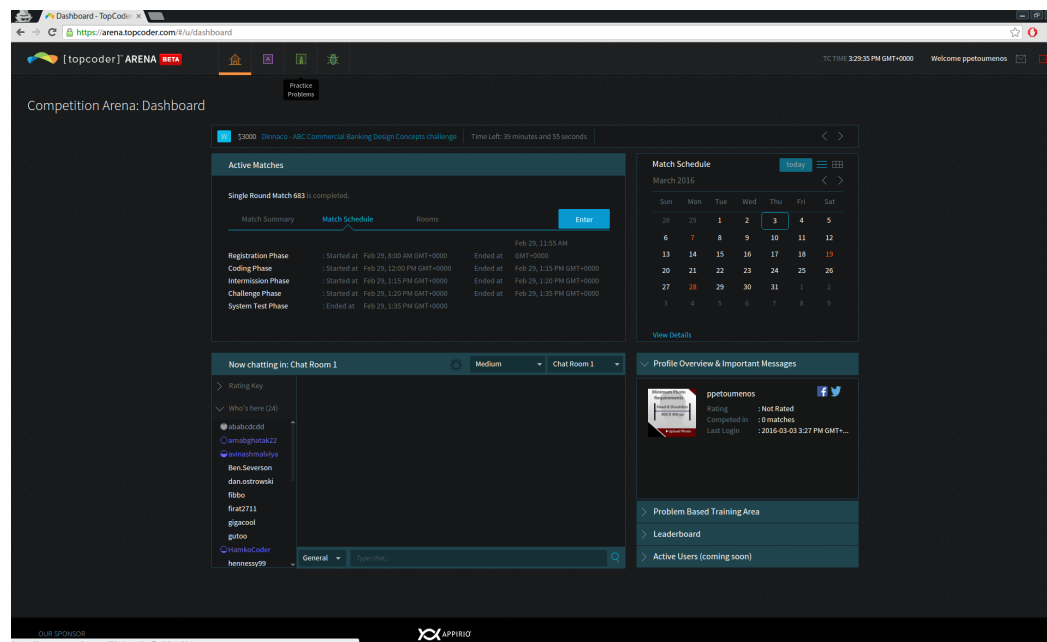
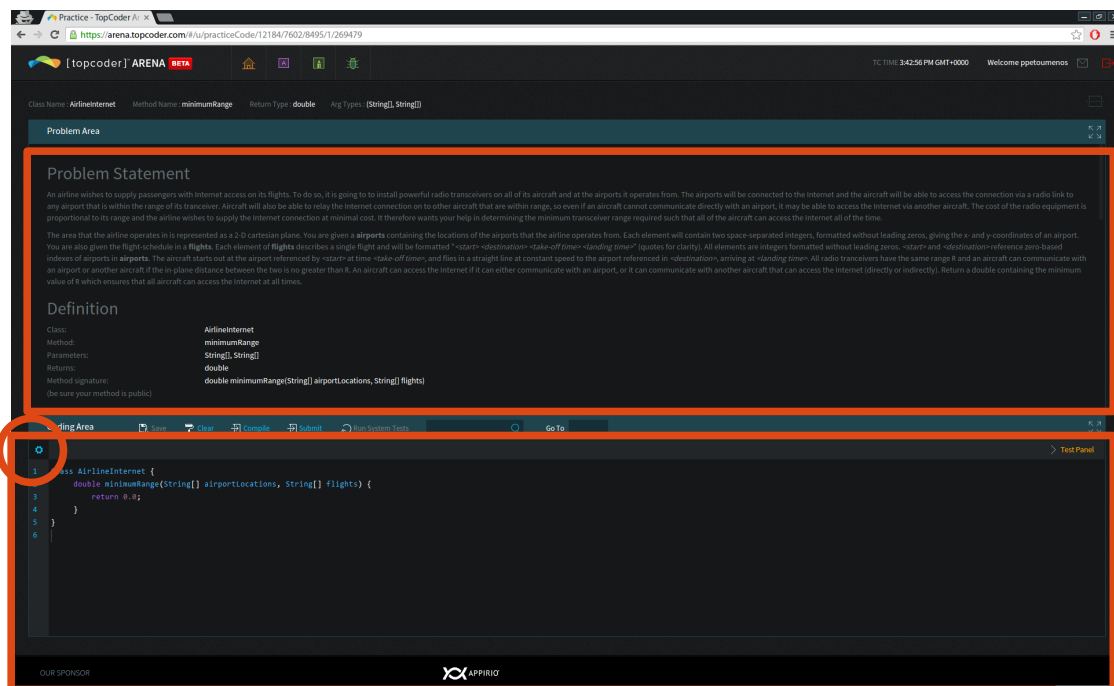3) Choose a problem from the list. You can filter them based on difficulty. Click on the problem and the problem page will appear.

4) The top part is the problem statement, restrictions, and sample inputs. The bottom part is where you write your code. The class/method names and prototypes have to match the ones given in the problem definition. To change you programming language press the cog just above the editor area. You can use C/C++, Java, Python, C#, and VB.NET.
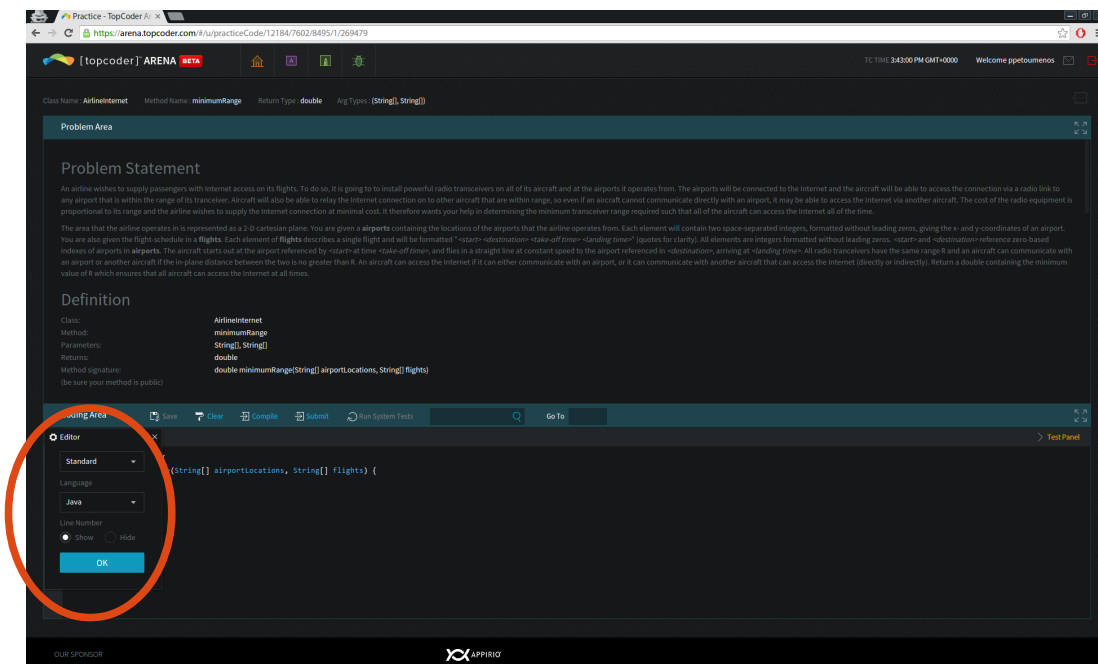
5) Press "Compile" to build your program, "Submit" to upload it to topcoder, and "Run System Tests" to check whether it produces the right output for the sample inputs. You can run the tests one by one by clicking on the upper right corner of the editor area "Test Panel".

6) You can also access the problem archive and use more advanced filters here: https://community.topcoder.com/tc?module=ProblemArchive .

D. Topcoder Plugins

You can also use plugins to access topcoder through your IDE.
E.g http://fornwall.net/eclipsecoder/ and https://github.com/shivawu/topcoder-greed