Codeforces Online Judge

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Codeforces Online Judge Guide

We will discuss in this lecture the following topics

- 1- Codeforces Online Judge
- 2- How to Create an Account
- 3- How to Solve a Problem
- 4- How to Learn from Other Solutions
- 5- How to Compete in Contest
- 6- How to Learn from Contest Tutorial





Section 1: Codeforces Online Judge



Section 2: How to Create an Account



Section 4: How to Learn from Other Solutions

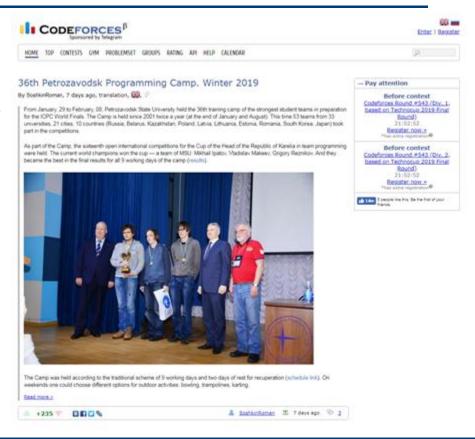
Section 5: How to Compete in Contest

Section 6: How to Learn from Contest Tutorial



Codeforces Online Judge

Codeforces is a website that hosts competitive programming contests. It is maintained by a group of competitive programmers from ITMO University led by Mikhail Mirzayanov.







Codeforces Online Judge





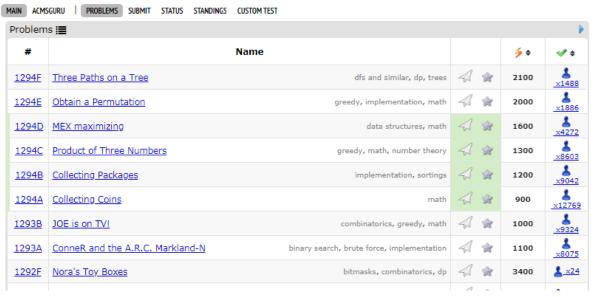








CONTESTS GYM PROBLEMSET HELP CALENDAR



→ Pay attention
Before contest Educational Codeforces Round 81 (Rated for Div. 2) 3 days
137 people like this. Be the first of your friends.
→ Filter Problems
Difficulty:
Add tag
Apply
→ Settings
✓ Show tags for unsolved problems





✓ Section 1: Codeforces Online Judge



Section 3: How to Solve a Problem

Section 4: How to Learn from Other Solutions

Section 5: How to Compete in Contest

Section 6: How to Learn from Contest Tutorial



How to Create an Account?

- CODEFORCES Unline Judge

 AtCoder



- 1- Go To Registration
- 2- Fill Your Data
- 3- Verify your Registration from your Mail
- 4- Log-in Your Account

Codeforces Registration

Select Register from this Link: codeforces.com





HOME TOP CONTESTS GYM PROBLEMSET GROUPS RATING API HELP FORETHOUGHT FUTURE CUP 👻 CALENDAR

Forethought Future Cup — Final Round

By Lewin, 3 days ago, 38, 4

Hello again Codeforces!

The Forethought Future Cup Final round will start on May 4th, 10:05am PDT. This round will be rated for everyone. There will be three separate rounds, one for onsite contestants, one for div1, and one for div2. Onsite and div1 will have the same problems. Each round will have 6 problems and be 2 hours long.

Here is a table of the onsite contestants.

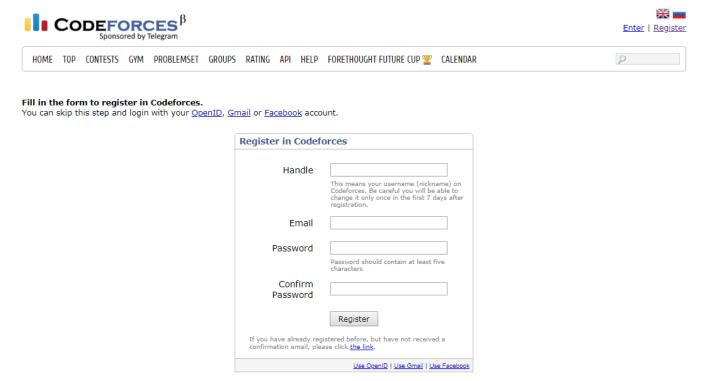
scott_wu	neal	ACRush	Fdg	Ra16bit
Kenny_HORROR	liymbear	II931110	xiaowuc1	Suzukaze
yzyz	stevenkplus	pmnox	OpalDshawn	NEU20133823
tap_tapii	Svlad_Cjelli	Emiso	davidberard	gojira
dinosaurs	batyrkhan14	robot-dreams	kfqg	





Registration Form

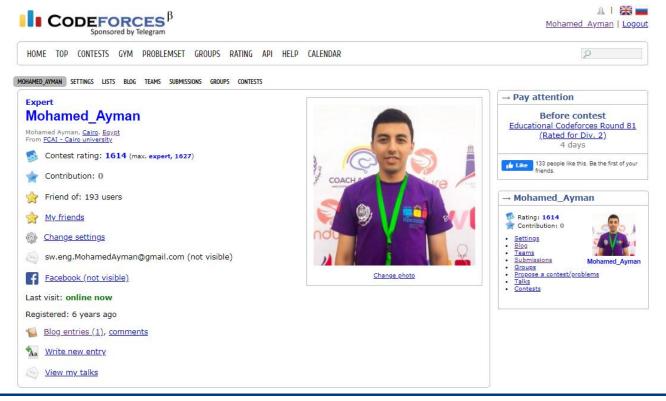
Fill your data and you will receive a verification mail





Your Profile

After verification your account from your mail, your profile will be appeared from you





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AtCoder

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topcoder

- ✓ Section 2: How to Create an Account
 - Section 3: How to Solve a Problem

Section 4: How to Learn from Other Solutions

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How to Solve a Problem?

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Unline Judge

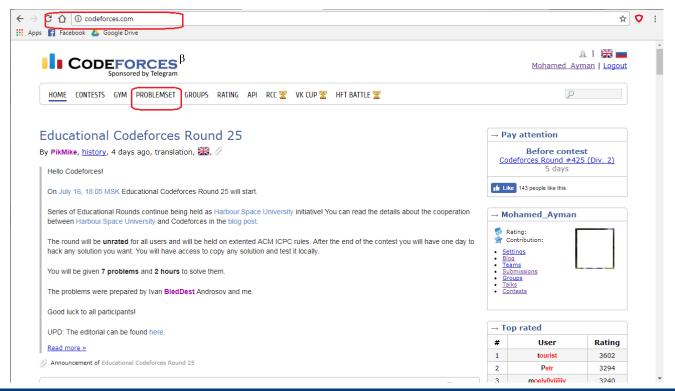
AtCoder

- 1- Read the Problem Statement
- 2- Think for a Problem Solution
- 3- Implement an Efficient & Correct Algorithm
- 4- Test Your Solution
- 5- Submit Your Solution
- 6- Go to Step 1 Till You Get Accepted



Codeforces Wall

Select Problemset Tab to get all problems in codeforces

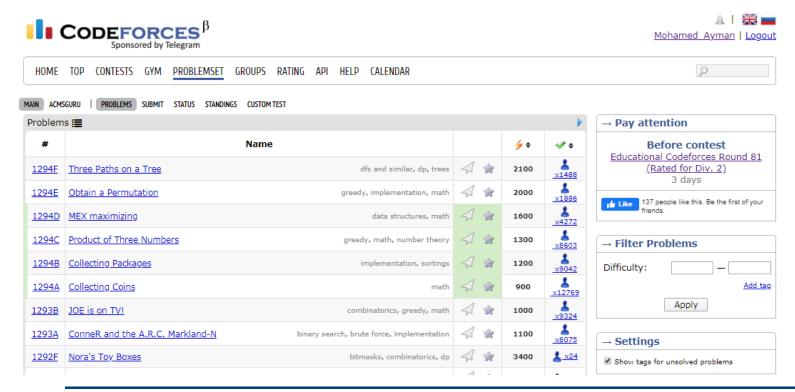






Problem Set Tab

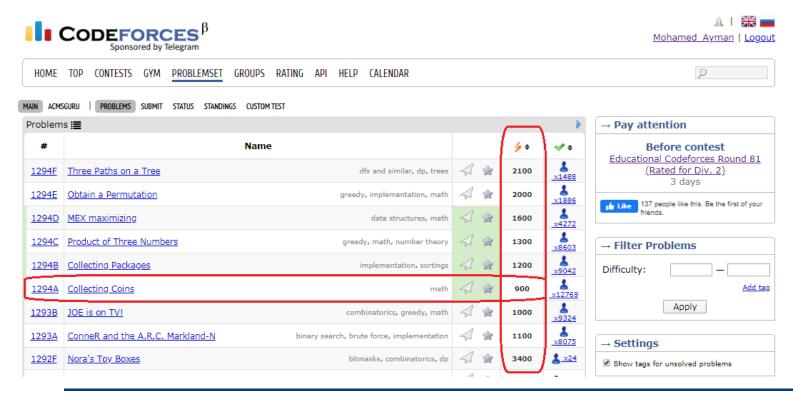
Any problem has an ID, name, difficulty degree and number of users who solved it.





Problem Set Tab

When you select [difficulty degree] the problems will be sorted according to it's difficulty

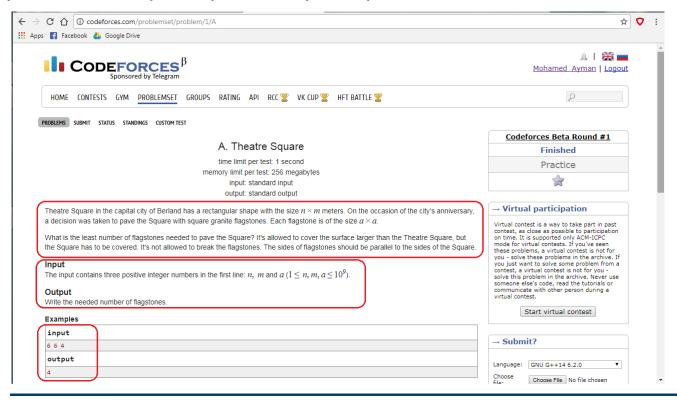






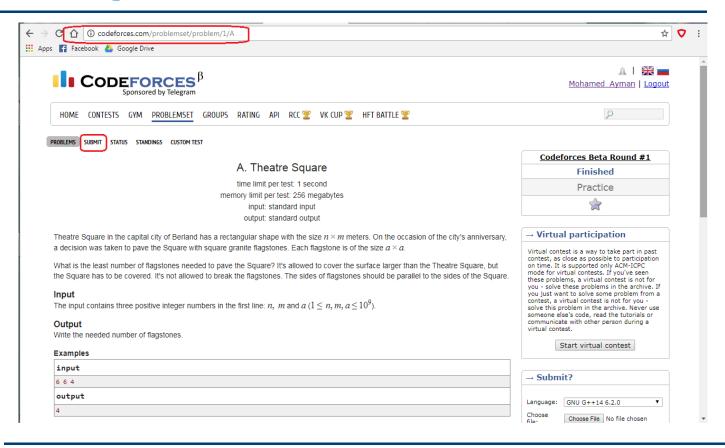
Problem Body

Any problem has a body description and input-output constraint and test case(s)



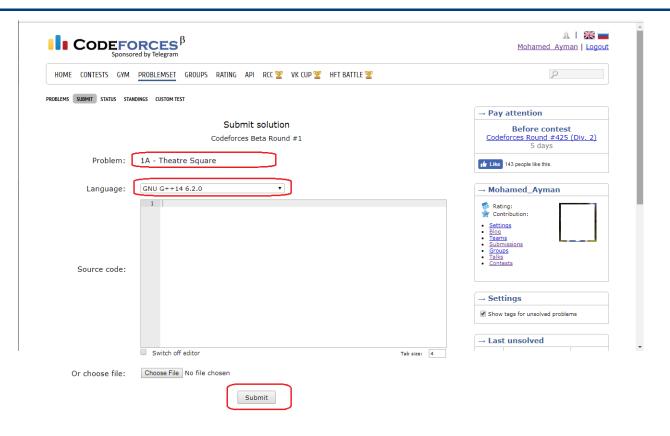


Submitting Problem





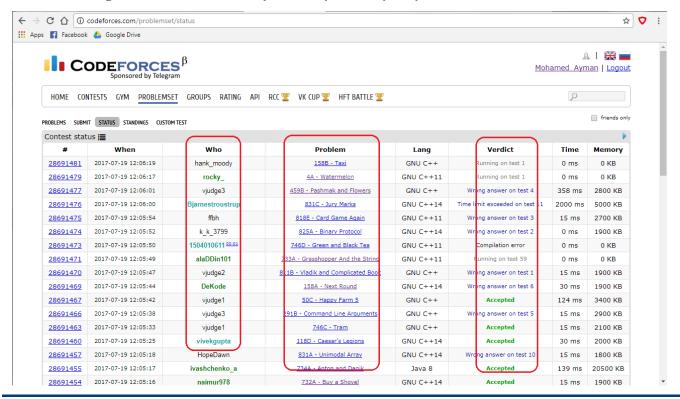
Submitting Problem





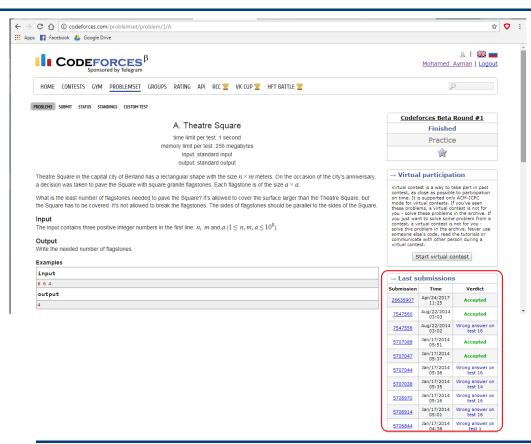
Problem Verdict

Your submitted algorithm will be accepted or fail in specific test case





History of Problem Submission





Any Problem has a list of your submissions with it's judge.

- Accepted
- Wrong Answer
- Time Limit Exceeded
- Memory Limit Exceeded
- Compilation error

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How to Learn from Other Solutions?

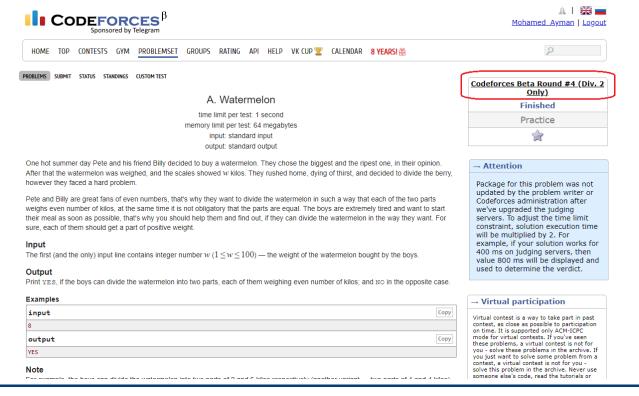
CODEFORCES UVa
UVa
Unline Judge

- 1- Go To Round Problems
- 2- Go To Status Tab
- 3- Put You Criteria to Filter Submissions
- 4- Applying Your Filter
- 5- Show Your Target Solution



Round Number in Problem Body

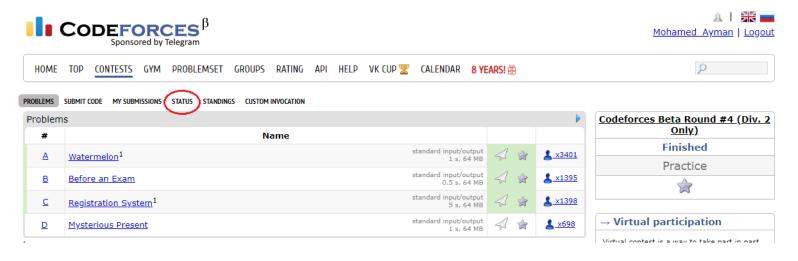
Any problem has a round number at the top of right side, click it





Problems of The Round

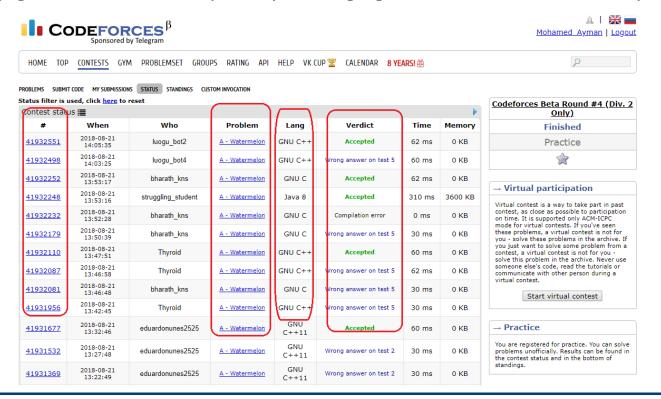
Select STATUS tab





Status of The Round

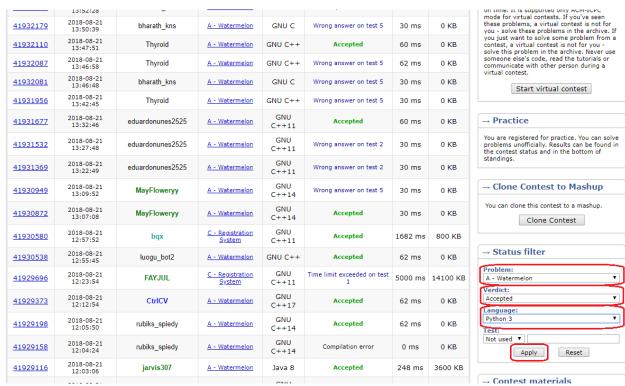
This page will show all results of round for all languages and all verdicts and all round problems





Filtration of The Round Status

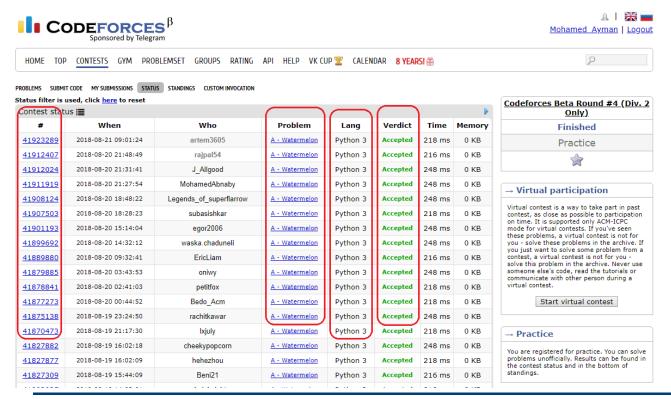
You can filter results for specific problem and specific language and specific verdict





Appling Filtration

After applying a filter results will be like that





This filter about:

Verdict: Accepted

Problem: A

Language: Python 3

Solutions of The Others









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HOME TOP CONTESTS GYM PROBLEMSET GROUPS RATING API HELP VK CUP 🖫 CALENDAR 8 YEARS!

ROBLEMS SUBMIT	CODE MY SUBMISSIONS STATU	STANDINGS CUSTOM INVOCATION						
tatus filter is u	ised, click <u>here</u> to reset							
Contest status ≡								
#	When	Who	Problem	Lang	Verdict	Time	Memory	
41923289	2018-08-21 09:01:24	artem3605	A - Watermelon	Python 3	Accepted	218 ms	0 KB	
41912407	2018-08-20 21:48:49	rajpal54	A - Watermelon	Python 3	Accepted	216 ms	0 KB	
41912024	2018-08-20 21:31:41	J_Allgood	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41911919	2018-08-20 21:27:54	MohamedAbnaby	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41908124	2018-08-20 18:48:22	Legends_of_superflarrow	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41907503	2018-08-20 18:28:23	subasishkar	A - Watermelon	Python 3	Accepted	218 ms	0 KB	
41901193	2018-08-20 15:14:04	egor2006	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41899692	2018-08-20 14:32:12	waska.chaduneli	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41889880	2018-08-20 09:32:41	EricLiam	A - Watermelon	Python 3	Accepted	216 ms	0 KB	
41879885	2018-08-20 03:43:53	oniwy	A - Watermelon	Python 3	Accepted	248 ms	0 KB	
41878841	2018-08-20 02:41:03	petitfox	A - Watermelon	Python 3	Accepted	218 ms	0 KB	
41877273	2018-08-20 00:44:52	Bedo_Acm	A - Watermelon	Python 3	Accepted	218 ms	0 KB	
41875138	2018-08-19 23:24:50	rachitkawar	A - Watermelon	Python 3	Accepted	248 ms	0 KB	

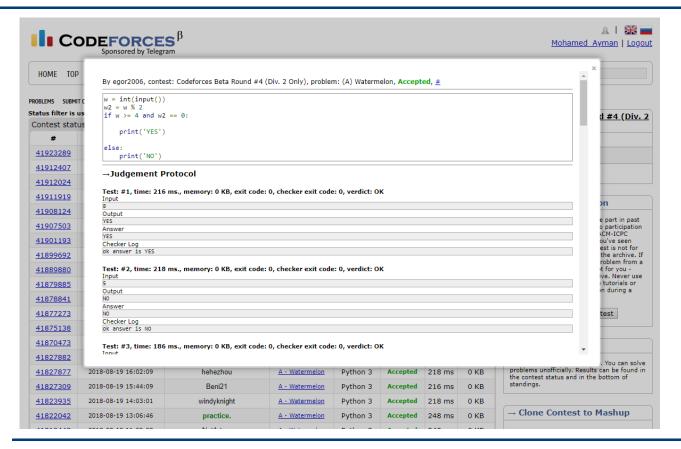
Codeforces Beta Round #4 (Div. 2 Only)					
	Finished				
	Practice				
	Δ				

 \rightarrow Virtual participation

Virtual contest is a way to take part in past contest, as close as possible to participation on time. It is supported only ACM-ICPC mode for virtual contests. If you've seen these problems, a virtual contest is not for you - solve these problems in the archive. If you just want to solve some problem from a contest, a virtual contest is not for you - solve this problem in the archive. Never use someone else's code, read the tutorials or communicate with other person during a virtual contest.

Start virtual contest

Show Solutions of The Others





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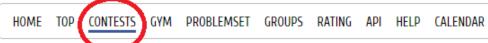
Section 6: How to Learn from Contest Tutorial



Register in Previous Contest

Select CONTEST Tab





Current or upcoming contests						
Name	Writers	Start	Length			
Educational Codeforces Round 81 (Rated for Div. 2)		Jan/29/2020 16:35 ^{utc+2}	02:00	Before start 4 days	Before registration 25:47:01	
Codeforces Round #616 (Div. 1)		Feb/02/2020 16:05	02:00	Before start 8 days	Before registration 5 days	
Codeforces Round #616 (Div. 2)		Feb/02/2020 16:05	02:00	Before start 8 days	Before registration 5 days	
Codeforces Round #617 (Div. 3)		Feb/04/2020 16:35	02:00	Before start 10 days	Before registration 7 days	
Kotlin Heroes: Practice 3		Feb/20/2020 14:35	7:00:00	Before start 4 weeks	Before registration 4 weeks	
Kotlin Heroes: Episode 3		Feb/27/2020 15:35 ^{utc+2}	02:30	Before start 5 weeks	Before registration 00:52:00	





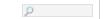
Register in New Contest

Register The Contest from Register now >> link



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Contest history

Past contests ≡					▶
Name	Writers	Start	Length		
Codeforces Round #615 (Div. 3) Enter » Virtual participation »	MikeMirzayanov vovuh	Jan/22/2020 16:35 ^{UTC+2}	02:10	Final standings Solved: 4 out of 6	<u>♣ ×17661</u>

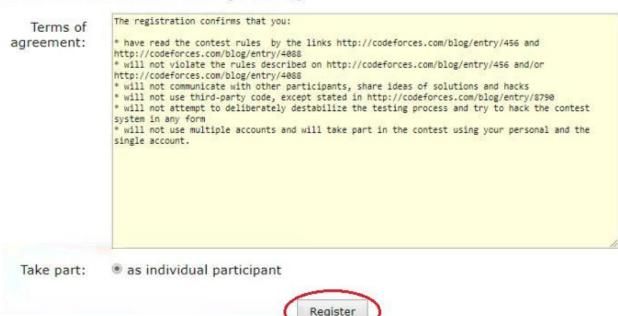


Register in New Contest

Register The Contest from Register link

Registration for the contest

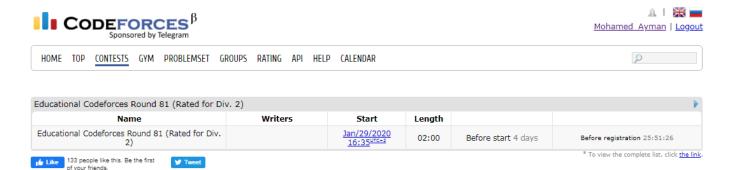
Codeforces Round #455 (Div. 2)







Register in New Contest



Before the contest 4 days

Codeforces (c) Copyright 2010-2020 Mike Mirzayanov
The only programming contests Web 2.0 platform
Server time: Jan/25/2020 21:02:31^{TC-2} (e2).
Desktop version, switch to mobile version.
Privacy Policy

Supported by







Register in Previous Contest

You Can Compete in Previous Contests

Contest history

Past contests ≡						
Name	Writers	Start	Length			
Codeforces Round #615 (Div. 3) Enter » Virtual participation »	MikeMirzayanov vovuh	Jan/22/2020 16:35 ^{utc+2}	02:10	Final standings Solved: 4 out of 6	<u> </u>	
Codeforces Round #614 (Div. 1) Enter » Virtual participation »	Akikaze low_ xuanquang1999	Jan/19/2020 15:35 ^{utc+2}	02:00	Final standings	<u> </u>	
Codeforces Round #614 (Div. 2) Enter » Virtual participation »	Akikaze low_ xuanquang1999	Jan/19/2020 15:35 ^{utc+2}	02:00	Final standings	<u> </u>	



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How to Learn from Contest Tutorial?

In Tutorial Section for each contest in codeforces there is a blog which explain the idea of the problems in this round with a solution example.

Codeforces Round #615 (Div. 3) Editorial

By vovuh, history, 2 days ago, 38, @

Thanks to Rox and overrated for help with problem ideas and preparation!

1294A - Collecting Coins

Idea: MikeMirzavanov

Tutorial

1294A - Collecting Coins

Suppose $a \le b \le c$. If it isn't true then let's rearrange our variables. Then we need at least 2c - b - a coins to make a, b and cequal. So if n < 2c - b - a then the answer is "NO". Otherwise, the answer if "YES" if the number n - (2c - b - a) is divisible by This is true because after making a, b and c equal we need to distribute all remaining candies between three sisters.

Solution

1294B - Collecting Packages

Idea: MikeMirzayanov

Tutorial

1294B - Collecting Packages

It is obvious that if there is a pair of points (x_i, y_i) and (x_i, y_i) such that $x_i < x_i$ and $y_i > y_i$ then the answer is "NO". It means that if the answer is "YES" then there is some ordering of points such that $x_{i_1} \leq x_{i_2} \leq \cdots \leq x_{i_n}$ and $y_{i_1} \leq y_{i_2} \leq \cdots \leq y_{i_n}$ because we can only move right or up. But what is this ordering? it is just sorted order of points (firstly by x_i then by y_i).

So we can sort all points, check if this ordering is valid and traverse among all these points. For each k from 2 to n firstly do $x_{i_k} - x_{i_k}$, moves to the right then do $y_{i_k} - y_{i_k}$, moves to the up (because this order minimizing the answer lexicographically).

Time complexity: $O(n \log n)$ or $O(n^2)$.

Solution





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- Section 2: How to Create an Account
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