Programming Competitions for ITESM: Introduction

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Outline

Course website

http://neerc.ifmo.ru/trains/itesm

Programming competitions

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- Learn to read code from the paper

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  - coding tips and tricks, team strategies, ...

Programming environment

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Available languages

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- C, C++, Java (as at World Finals)

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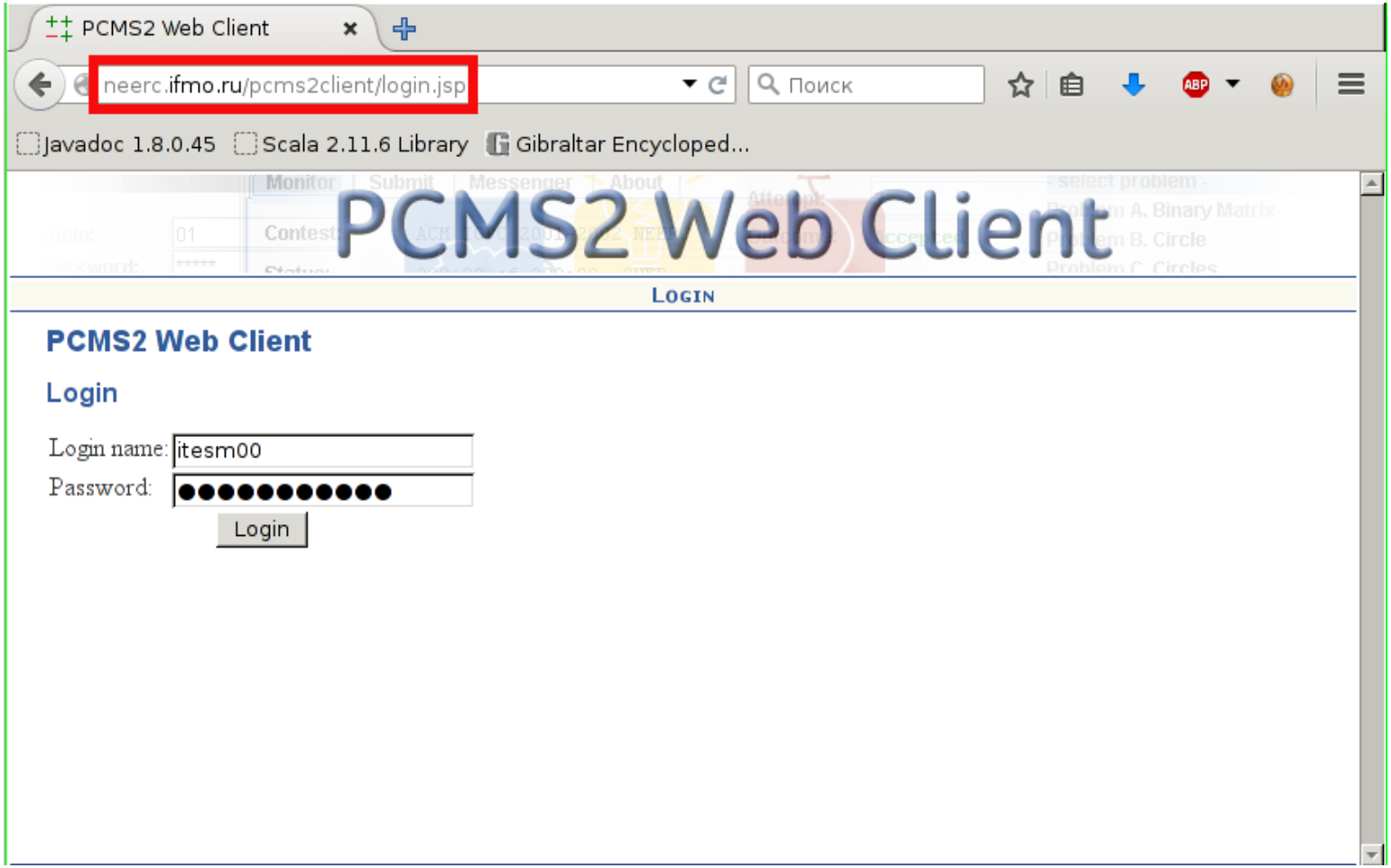
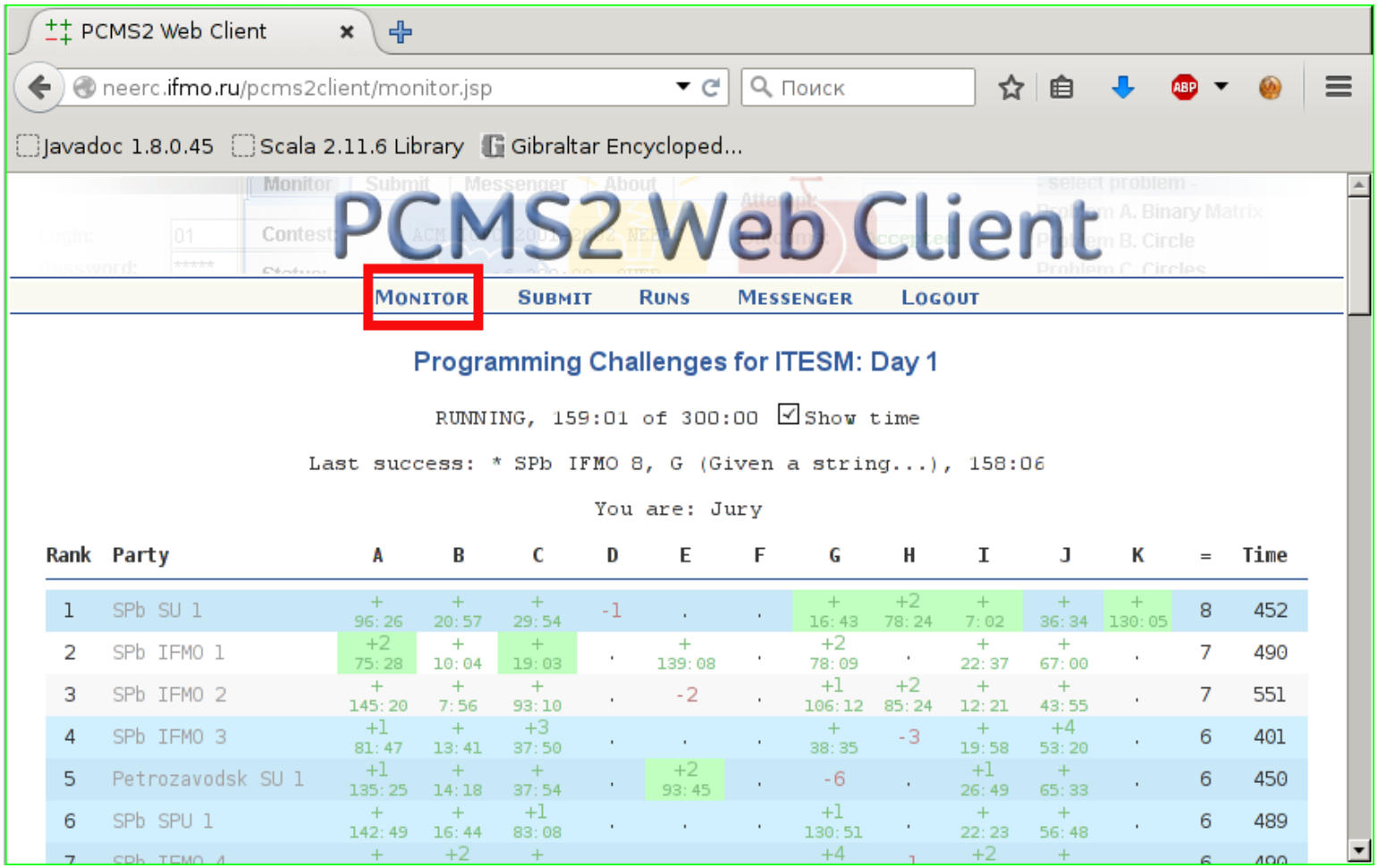
- Memory limit: typically 256 megabytes
- We report test numbers
  - "wrong answer, test 22"
- Usually first k tests are example tests from the problem statement

PCMS2 Client: Login window

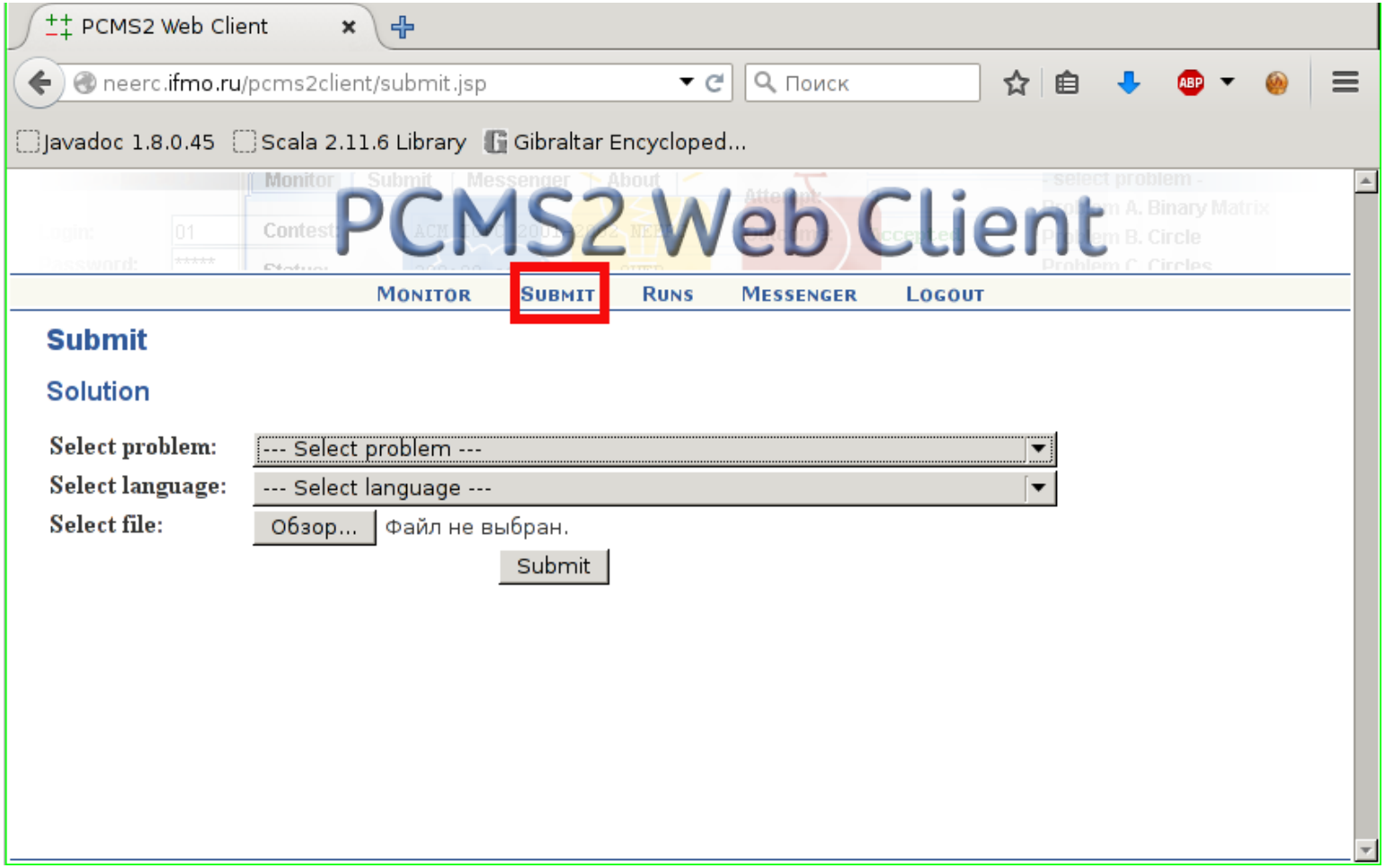


PCMS2 Client: Monitor

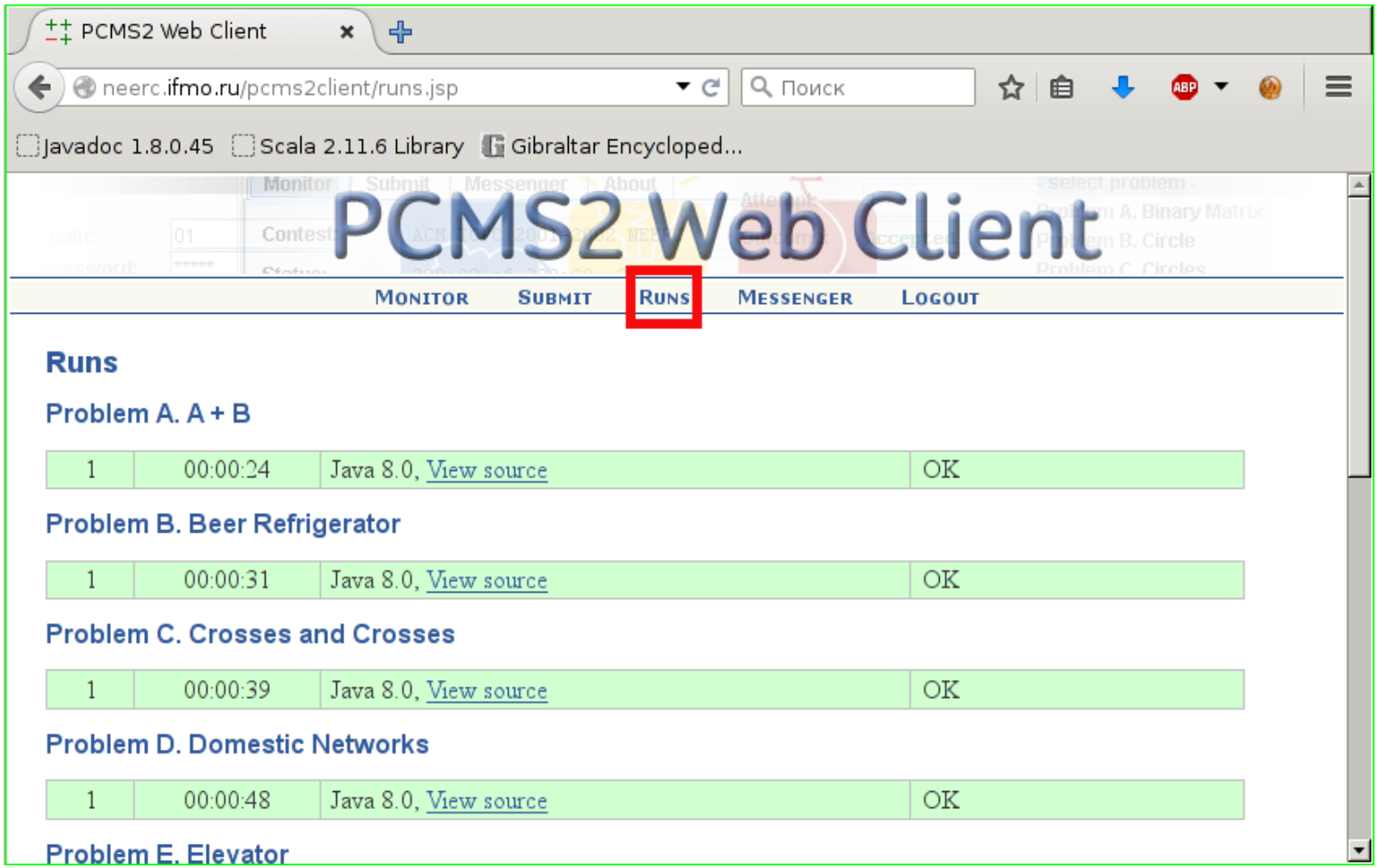


Rank	Party	A	B	C	D	E	F	G	H	I	J	K	=	Time
1	SPb SU 1	+ 96:26	+ 20:57	+ 29:54	-1	.	.	+ 16:43	+2 78:24	+ 7:02	+ 36:34	+ 130:05	8	452
2	SPb IFMO 1	+2 75:28	+ 10:04	+ 19:03	.	+ 139:08	.	+2 78:09	.	+ 22:37	+ 67:00	.	7	490
3	SPb IFMO 2	+ 145:20	+ 7:56	+ 93:10	.	-2	.	+1 106:12	+2 85:24	+ 12:21	+ 43:55	.	7	551
4	SPb IFMO 3	+1 81:47	+ 13:41	+3 37:50	.	.	.	+ 38:35	-3	+ 19:58	+4 53:20	.	6	401
5	Petrozavodsk SU 1	+1 135:25	+ 14:18	+ 37:54	.	+2 93:45	.	-6	.	+1 26:49	+ 65:33	.	6	450
6	SPb SPU 1	+ 142:49	+ 16:44	+1 83:08	.	.	.	+1 130:51	.	+ 22:23	+ 56:48	.	6	489

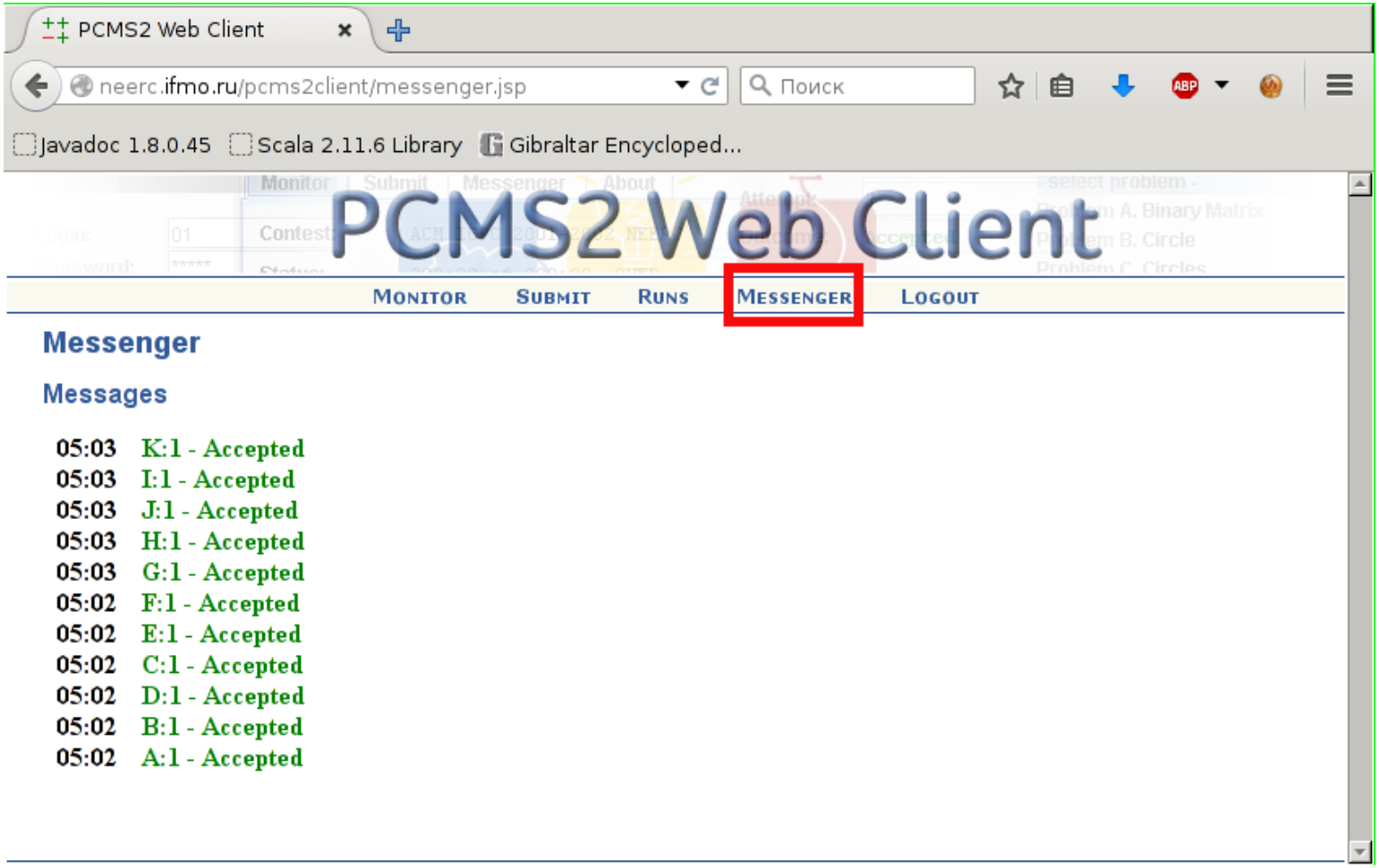
PCMS2 Client: Submit a problem



PCMS2 Client: View your runs



PCMS2 Client: View messages



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- You may check system error messages, testing machine performance, etc