

APS HSPC Guide



Setting Up Your Computer

To set up your computer for the practice round and official contest, please:

1. Switch your computer to the WiFi network “HSPC”
2. Open the Chrome web browser
3. Go to the website <http://192.168.1.1> to access the DOMJudge website
4. Click the blue “Login” button in the top right corner of the page and enter the username and password that is on your team information slip
5. To access your code editor, open a new tab. Go to the website listed next to “Editor URL” on your team information slip (It should look something like: *http://192.168.1.1:number*)
6. On this page, enter your team’s password from the team information slip

Contest Rules

- Do not talk with other teams. If you have a question, please raise your hand.
- Do not access online resources during the competition. Phone use is not allowed. Do not open any program other than your web browser on your computer.
- Middle school students may ask for hints; they will be given out as needed.

If these rules are not followed, your team may be disqualified from the competition.

Writing and Testing Your Solution

1. Switch to the Chrome tab with your team’s code editor. Open the file tree by clicking the first icon from the top left.
2. Open the folder for the problem you want to solve in the file tree
3. Open the sample file for the language you would like to use.
4. Using the problem statement and the comments in the sample file, write your solution

To test your solution:

1. Click on the cube icon on the left side of the code editor window
2. Click on the problem you are working on
3. Press the arrow button next to the language you are using to run your solution
4. Compare your output against the sample output in the problem statement.
5. If they match, submit your solution to the DOMJudge website. If they do not match, edit your program so that your solution correctly answers the problem.

Submitting a Solution

To submit a solution:

- Go to the DOMJudge website.
- Click the green Submit button at the menu bar.
- Copy and paste the code of your solution into the textbox that appears.
- If your solution is written Java, write “**Sample.java**” under “Source file name”
- If your solution is written Python, write “**sample.python**” under “Source file name”
- Press the “submit” button to confirm the submission
- You will then be redirected back to your submission list page.

Viewing the results of submissions

- The left column of your team web page shows an overview of your submissions. The address of your team page is <http://192.168.1.1/team>.
- The top of the page shows your team’s row in the scoreboard: your position and which problems you attempted and solved.
- Finally, via the top menu you can also view the list of problems and view/download problem texts and sample data, if provided by the judges.

Viewing the scoreboard

- In the top left corner there is a button called Scoreboard.
- When you click Scoreboard, it will show you the standings of the competition as well as which problems have been solved by each team.
- If a problem is green, it has been solved by that team.
- If a problem is blue, the server is processing the file. It may take a long time to process depending on the program.
- If the problem is red, it has been answered incorrectly.

Possible Submission Results

- **CORRECT** — The submission passed all tests: you solved this problem! Correct submissions do not incur penalty time.
- **COMPILER-ERROR** — There was an error when compiling your program. On the submission details page you can inspect the exact error (this option might be disabled). This will also occur if compilation takes more than 30 seconds. Compilation errors do not incur penalty time.
- **TIME LIMIT** — Your program took longer than the maximum allowed time for this problem, so it has been aborted. This might indicate that your program hangs in a loop or that your solution is not efficient enough.
- **RUN-ERROR** — There was an error during the execution of your program. This can have a lot of different causes like division by zero, incorrectly addressing memory (e.g.

by indexing arrays out of bounds), trying to use more memory than the limit, reading or writing to files, etc.

- **NO-OUTPUT** — Your program did not generate any output. Check that you write to standard out.
- **OUTPUT-LIMIT** — Your program generated more output than the allowed limit. The solution is considered incorrect.
- **WRONG-ANSWER** — The output of your program was incorrect. This can happen simply because your solution is not correct, but remember that your output must comply exactly with the specifications of the judges. See testing below for more details.
- **TOO-LATE** — Bummer, you submitted after the contest ended! Your submission is stored but will not be processed anymore.

Asking for Clarification

All communication with the judges is to be done through clarification messages. These can be found in the right column on your team page. Both clarification replies from the judges and requests sent by you are displayed there.

There is also a button to submit a new clarification request to the judges; you can associate a specific problem or one of the general categories to a request. This clarification request is only readable for the judges. The judges can answer specifically to your team or send a reply to everyone if it is relevant for all.

Scoring

- Teams are first ordered by the total number of problems solved, with each problem weighted equally.
- Ties are broken by total time penalty. Time penalty is the sum of “solution times,” plus **20-minute penalties for incorrect submissions on problems that that team has solved**.
- Solution times are the amount of minutes it took a team to submit a correct solution to a problem, measured from the start of the contest.
- Only problems that have been solved by a team can count for their time penalty. That is, **submitting can never decrease a team’s current ranking**.