

Documentation for using domjudge for online verification

Step 1. Go to <http://kumarslab.com/domjudge/public/>

You get the following screen.

The screenshot shows the DOMjudge public scoreboard for a test. The page has a header with navigation links: [home](#), [problems](#), and [login](#). The title is "Scoreboard test" with a time limit of 14d 4:19:15. Below the title, it says "starts: 18:30 - ends: 18:26". A table shows the scoreboard with columns: RANK, TEAM, SCORE, HELLO, SUM, TEST. The table has two rows for "testuser2" and a summary row. A "Cell colours" legend shows: Solved first (green), Solved (light green), Tried, incorrect (red), and Untried (white). The footer says "Last Update: Thu 17 Aug 2017 14:06:45 IST using DOMjudge".

RANK	TEAM	SCORE	HELLO	SUM	TEST	
1	testuser2	2 104338	1/52162	2/52156	0	
2	testuser1	0 0	0	1	0	
2	0 / 0	SUMMARY	2	1/1	3/1	0/0

Cell colours

- Solved first
- Solved
- Tried, incorrect
- Untried

Last Update: Thu 17 Aug 2017 14:06:45 IST using DOMjudge

Step 2.

Click on login, then you get the following screen.

The screenshot shows the DOMjudge login page. The title is "Not Authenticated". It asks the user to supply credentials or contact a staff member for assistance. There are input fields for "Login:" and "Password:" with a "Login" button. Below that, it says "If you do not have an account, you can register for one below:". There are input fields for "Username:", "Password:", and "Retype password:" with a "Register" button. The footer says "DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST".

Not Authenticated

Please supply your credentials below, or contact a staff member for assistance.

Login:

Password:

Login

If you do not have an account, you can register for one below:

Username:

Password:

Retype password:

Register

DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST

Step 3.

Register yourself with username as your roll number and some suitable password.

After login, you get the following screen.

The screenshot shows the DOMjudge team page after login. The title is "DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST". The page has a header with navigation links: [overview](#), [problems](#), and [scoreboard](#). The title is "DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST". The page shows a scoreboard table with columns: RANK, TEAM, SCORE, HELLO, SUM, TEST. The table has two rows for "testuser2" and a summary row. A "Submissions" section shows a table with columns: time, problem, lang, result. The table has four rows of submissions. A "Clarifications" section shows "No clarifications." and "No clarification requests." with a "request clarification" button. The footer says "DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST".

DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST

overview problems scoreboard

time left: 14d 4:17:49
logged in as testuser2 x

RANK	TEAM	SCORE	HELLO	SUM	TEST
1	testuser2	2 104338	1/52162	2/52156	0

Submissions

Choose Files No file chosen problem language submit cancel

time	problem	lang	result
23:52	HELLO	PIZ	CORRECT
23:51	SUM	JAVA	COMPILER-ERROR
23:46	SUM	CPP	CORRECT
23:41	SUM	CPP	COMPILER-ERROR

Clarifications

No clarifications.

Clarification Requests

No clarification requests.

request clarification

DOMjudge/5.1.3 at kumarslab.com Port 80, page generated Thu 17 Aug 2017 14:07:24 IST

In this screenshot, you see that a testuser2 (shown on extreme top right) is logged in. Instead of testuser, you should see your rollnumber. By clicking on the x beside your username will log you out.

Here you can click on the problems, to see the problems, you need to solve.

Step 4. Uploading your source code:

Never upload any executable or binary. You must only upload source code. For example, you may upload sum.py or sum.c or sum.cpp. Only Python (2, 3), C/C++ source files can be uploaded.

For trial, upload a C/C++/Python code that takes two numbers as input and produces the output. This program should read two numbers in a line and produce the result in next line in stdout. For all problems, specified sample input and outputs will be provided to you.

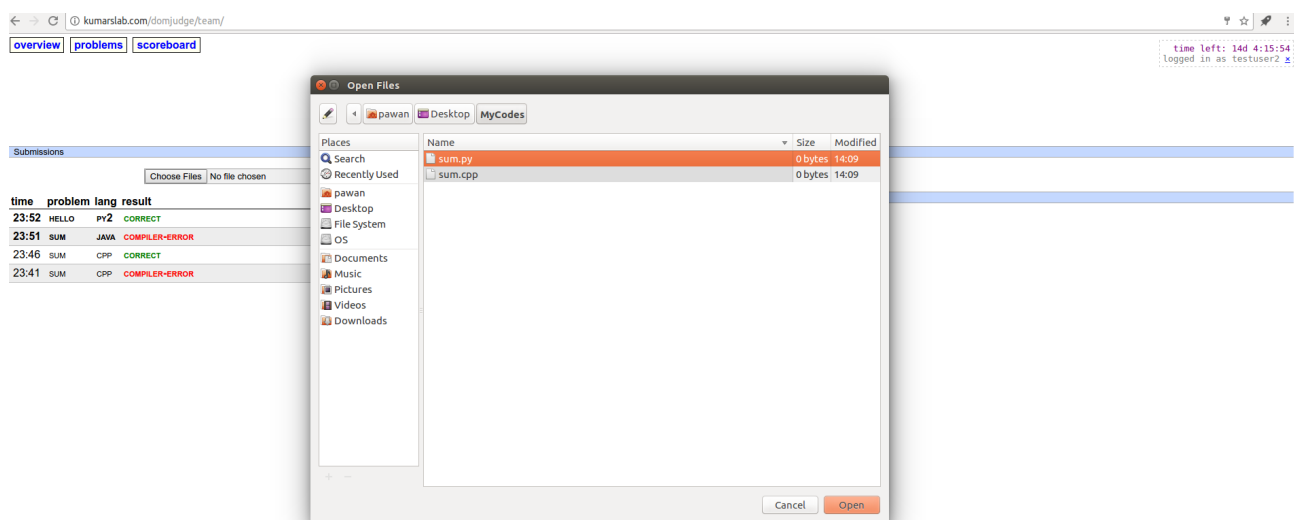
For example, for the sum problem:

```
23 34
57
```

Here 23 and 34 are inputs and 57 is the output.

After you have written a code to sum two numbers.

Step 5. Upload Source code for online judging



You select the file, in my case, I select sum.py. Select for which problem you are submitting your solution, also, select for which language your source code is written (C/C++/Python). In case of Python, you should select the appropriate version 2 or 3.

When you click on submit, you will be required to confirm, the screenshot is the following

kumarslab.com says:

Main source file: C:\fakepath\sum.py

Problem: sum - sum

Language: Python 2

Make submission?

Cancel OK

time left: 14d 4:03:50
logged in as testuser2

Submissions

Choose Files sum.py sum Python 2 submit cancel

time	problem	lang	result
14:21	SUM	py3	CORRECT
23:52	HELLO	py2	CORRECT
23:51	SUM	JAVA	COMPILER-ERROR
23:46	SUM	CPP	CORRECT
23:41	SUM	CPP	COMPILER-ERROR

Clarification Requests

No clarification requests.

request clarification

Step 6. Waiting for confirmation of acceptance or rejection or error

kumarslab.com/donjudge/team/index.php?submitted=54

overview problems scoreboard

time left: 14d 4:03:11
logged in as testuser2

RANK	TEAM	SCORE	HELLO	SUM	TEST
1	testuser2	2 104338	1/02162	2/52156	0

Submissions

submission done x

time	problem	lang	result
14:22	SUM	py2	PENDING
14:21	SUM	py3	CORRECT
23:52	HELLO	py2	CORRECT
23:51	SUM	JAVA	COMPILER-ERROR
23:46	SUM	CPP	CORRECT
23:41	SUM	CPP	COMPILER-ERROR

Clarifications

No clarifications.

Clarification Requests

No clarification requests.

request clarification

Immediately after you submit, it will show the result as pending. After few seconds, it will tell you whether your code was accepted. If it is accepted it will show CORRECT, if not, then it will show other types of error. When you get error, click to see the error.

You can also ask for the clarification for the specific problem by clicking on request clarification.