

## Statistics

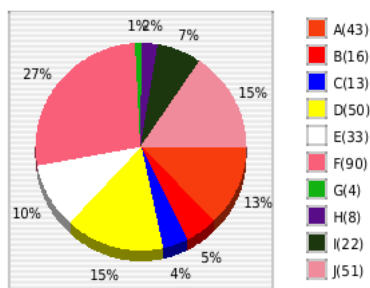
### Runs by Problem

Problems	Total	Accepted
A <input type="checkbox"/>	43	8 (19%)
B <input type="checkbox"/>	16	6 (38%)
C <input type="checkbox"/>	13	4 (31%)
D <input type="checkbox"/>	50	27 (54%)
E <input type="checkbox"/>	33	18 (55%)
F <input type="checkbox"/>	90	23 (26%)
G <input type="checkbox"/>	4	0 (0%)
H <input type="checkbox"/>	8	4 (50%)
I <input type="checkbox"/>	22	1 (5%)
J <input type="checkbox"/>	51	11 (22%)

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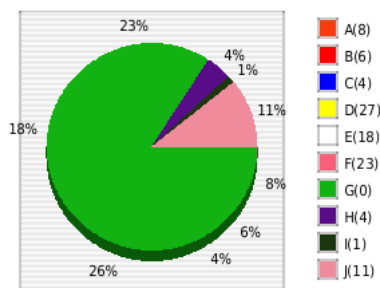
All Runs by Problem



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Accepted Runs by Problem



### Runs by Problem and Answer

Problems x Answers	NO - Compilation error	NO - Presentation error	NO - Runtime error	NO - Time limit exceeded	NO - Wrong answer	YES	Total
A <input type="checkbox"/>	2 (5%)	0	3 (7%)	7 (16%)	23 (53%)	8 (19%)	43
B <input type="checkbox"/>	2 (13%)	0	2 (13%)	0	6 (38%)	6 (38%)	16
C <input type="checkbox"/>	0	0	0	1 (8%)	8 (62%)	4 (31%)	13
D <input type="checkbox"/>	2 (4%)	2 (4%)	3 (6%)	6 (12%)	10 (20%)	27 (54%)	50
E <input type="checkbox"/>	1 (3%)	0	3 (9%)	0	11 (33%)	18 (55%)	33
F <input type="checkbox"/>	1 (1%)	22 (24%)	5 (6%)	2 (2%)	37 (41%)	23 (26%)	90
G <input type="checkbox"/>	0	0	0	0	4 (100%)	0	4
H <input type="checkbox"/>	0	0	0	2 (25%)	2 (25%)	4 (50%)	8
I <input type="checkbox"/>	0	0	0	0	21 (95%)	1 (5%)	22
J <input type="checkbox"/>	3 (6%)	0	3 (6%)	31 (61%)	3 (6%)	11 (22%)	51

### Runs by Problem and Language

Problems x Languages	C	C++	Java	Total
A <input type="checkbox"/>	25 (58%)	18 (42%)	0	43
B <input type="checkbox"/>	3 (19%)	13 (81%)	0	16
C <input type="checkbox"/>	0	13 (100%)	0	13
D <input type="checkbox"/>	28 (56%)	19 (38%)	3 (6%)	50
E <input type="checkbox"/>	9 (27%)	19 (58%)	5 (15%)	33
F <input type="checkbox"/>	60 (67%)	29 (32%)	1 (1%)	90
G <input type="checkbox"/>	0	4 (100%)	0	4
H <input type="checkbox"/>	0	8 (100%)	0	8
I <input type="checkbox"/>	5 (23%)	17 (77%)	0	22
J <input type="checkbox"/>	14 (27%)	33 (65%)	4 (8%)	51

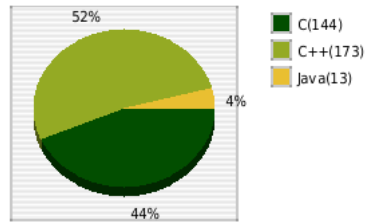
## Runs by Language

Languages	Total	Accepted
C	144	33 (23%)
C++	173	67 (39%)
Java	13	2 (15%)

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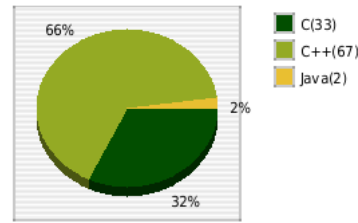
### All Runs by Language



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### Accepted Runs by Language



## Runs by Language and Answer

Languages x Answers	NO - Compilation error	NO - Presentation error	NO - Runtime error	NO - Time limit exceeded	NO - Wrong answer	YES	Total
C	3 (2%)	16 (11%)	17 (12%)	18 (13%)	57 (40%)	33 (23%)	144
C++	4 (2%)	8 (5%)	2 (1%)	29 (17%)	63 (36%)	67 (39%)	173
Java	4 (31%)	0	0	2 (15%)	5 (38%)	2 (15%)	13

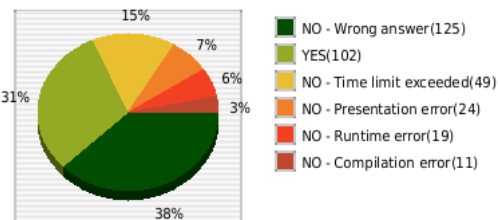
## Runs by Answer

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### All Runs by Answer

Answers	Answers
NO - Compilation error	11
NO - Presentation error	24
NO - Runtime error	19
NO - Time limit exceeded	49
NO - Wrong answer	125
YES	102

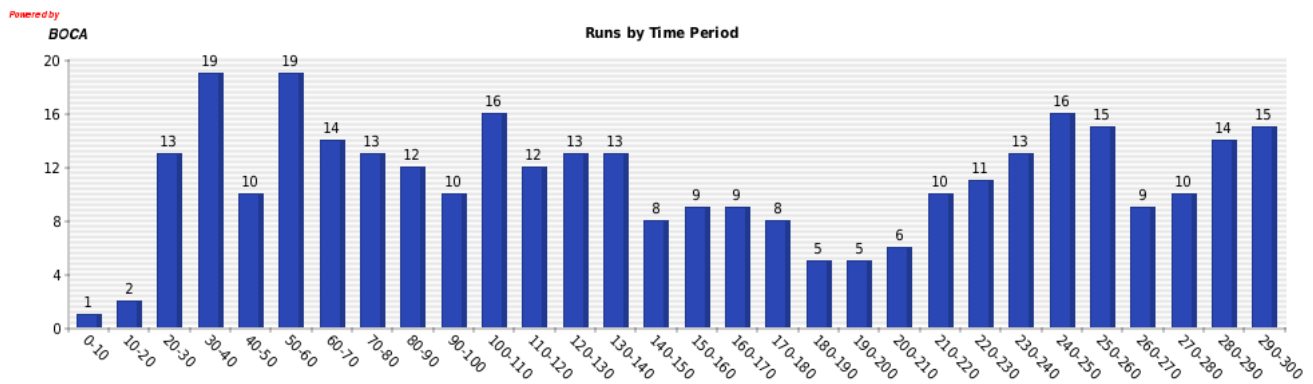


## Runs by User and Problem

Users x Problems	A	B	C	D	E	F	G	H	I	J	Total	Accepted
[UDESC]WISAG	0	0	0	1 (20%)	1 (20%)	1 (20%)	0	0	0	2 (40%)	5	3 (60%)
[UDESC-CCT]SuperClass	0	0	0	1 (10%)	1 (10%)	1 (10%)	0	0	1 (10%)	6 (60%)	10	3 (30%)
[UDESC]Balde Samurai Banguado	0	0	0	4 (33%)	3 (25%)	3 (25%)	0	0	0	2 (17%)	12	2 (17%)
[UDESC]Noollab	3 (27%)	0	0	1 (9%)	1 (9%)	2 (18%)	0	1 (9%)	0	3 (27%)	11	5 (45%)
[Udesc]teste	1 (17%)	0	0	3 (50%)	0	2 (33%)	0	0	0	0	6	1 (17%)
[UDESC]Overclock	1 (14%)	0	0	0	0	6 (86%)	0	0	0	0	7	0
[UDESC]LoL	0	0	0	0	0	2 (100%)	0	0	0	0	2	0
[UDESC]Blitzkode	0	0	0	6 (100%)	0	0	0	0	0	0	6	0
[UDESC]Potato	2 (25%)	0	0	1 (13%)	1 (13%)	2 (25%)	0	0	0	2 (25%)	8	4 (50%)

[UDESC]Elefante	0	0	0	1 (10%)	0	5 (50%)	0	0	0	4 (40%)	10	2 (20%)
[UDESC]Tentadores	0	0	0	0	0	0	0	0	0	0	0	0
[UDESC]540 120	0	0	0	0	0	0	0	0	0	0	0	0
[UDESC- CCT]Rocket	1 (13%)	0	0	1 (13%)	0	4 (50%)	0	0	2 (25%)	0	8	2 (20%)
[UDESC - CCT]Fiorese	1 (8%)	0	0	1 (8%)	4 (31%)	1 (8%)	0	0	5 (38%)	1 (8%)	13	4 (31%)
[UDESC]Final Fantasy	1 (9%)	3 (27%)	1 (9%)	1 (9%)	2 (18%)	1 (9%)	0	0	0	2 (18%)	11	4 (31%)
[UDESC]Agora Vai III O Retorno	0	0	0	3 (33%)	5 (56%)	1 (11%)	0	0	0	0	9	2 (20%)
[UDESC]Cparo	2 (50%)	0	0	0	0	2 (50%)	0	0	0	0	4	0
[UDESC]Os pia do veio Plety	0	0	0	0	0	0	0	0	0	0	0	0
[UDESC]Buque de Flor	2 (33%)	0	0	1 (17%)	0	3 (50%)	0	0	0	0	6	1 (10%)
[UDESC/UNICAMP]Marlon & Henrique	1 (4%)	2 (8%)	7 (28%)	1 (4%)	2 (8%)	2 (8%)	3 (12%)	1 (4%)	0	6 (24%)	25	7 (28%)
[UDESC]Geek Rulez	0	0	0	0	0	0	0	0	0	0	0	0
[UDESC]The C ake is a Lie	1 (7%)	0	0	7 (50%)	0	0	0	0	0	6 (43%)	14	0
[UDESC]Brutal Coding	0	0	0	0	0	0	0	0	0	0	0	0
[UDESC]TeamPresencial1	0	0	0	0	0	6 (100%)	0	0	0	0	6	0
[UDESC]TeamPresencial2	1 (4%)	0	0	1 (4%)	1 (4%)	20 (87%)	0	0	0	0	23	2 (5%)
[UDESC]TeamPresencial3	1 (25%)	0	0	3 (75%)	0	0	0	0	0	0	4	1 (25%)
[IFPE]Boot, o único vingador!	3 (30%)	0	0	1 (10%)	1 (10%)	4 (40%)	0	0	0	1 (10%)	10	5 (50%)
[INF - UFG]Null	2 (25%)	0	1 (13%)	1 (13%)	1 (13%)	2 (25%)	0	0	0	1 (13%)	8	4 (50%)
[UFOP]U.F. de Outro Planeta	1 (9%)	2 (18%)	1 (9%)	1 (9%)	1 (9%)	1 (9%)	0	0	1 (9%)	3 (27%)	11	6 (54%)
[UFPI]Ad Infinitun	1 (14%)	0	0	1 (14%)	1 (14%)	2 (29%)	0	0	0	2 (29%)	7	5 (71%)
[UFG]Fake Monkeys	3 (17%)	1 (6%)	1 (6%)	1 (6%)	1 (6%)	2 (11%)	0	1 (6%)	6 (33%)	2 (11%)	18	8 (44%)
[UFSC]Gargamels team	4 (29%)	3 (21%)	0	1 (7%)	1 (7%)	1 (7%)	0	0	3 (21%)	1 (7%)	14	6 (43%)
[Unicamp]Alguem ai?	0	3 (33%)	0	1 (11%)	1 (11%)	3 (33%)	0	0	0	1 (11%)	9	2 (22%)
[Universidade de Taubate]while True yield(AC)	0	0	0	0	0	0	0	0	0	0	0	0
[UFPR]Berro Trypanossomatico	1 (6%)	1 (6%)	1 (6%)	2 (11%)	1 (6%)	2 (11%)	0	3 (17%)	4 (22%)	3 (17%)	18	8 (44%)
[UNICAMP]xth1	2 (40%)	0	0	1 (20%)	1 (20%)	1 (20%)	0	0	0	0	5	3 (60%)
[NULL]TeamRemoto2	2 (29%)	0	0	1 (14%)	1 (14%)	3 (43%)	0	0	0	0	7	3 (43%)
[NULL]TeamRemoto1	5 (38%)	0	0	1 (8%)	1 (8%)	4 (31%)	0	1 (8%)	0	1 (8%)	13	2 (15%)
[NULL]TeamRemoto3	1 (10%)	1 (10%)	1 (10%)	1 (10%)	1 (10%)	1 (10%)	1 (10%)	1 (10%)	0	2 (20%)	10	7 (70%)

Runs by Time Period



Accepted Runs by Time Period

