



Tecnológico de Monterrey Campus Santa Fe

User manual

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Grupo 501

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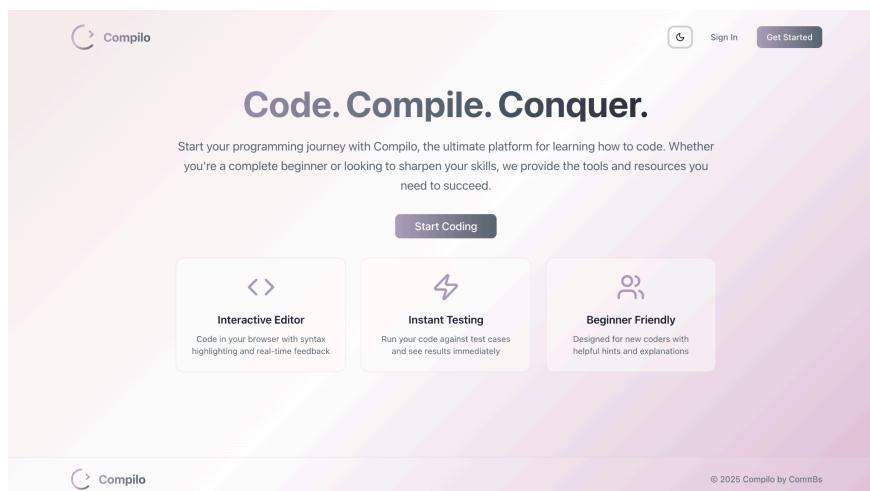
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Welcome to Compilo

This comprehensive user manual will guide you through every aspect of our platform, ensuring you can harness the full power of our coding environment to accelerate your learning journey. This manual serves as your complete reference guide, taking you step-by-step through Compilo's features and capabilities. You'll discover how to navigate our interactive editor, leverage our instant testing system, and make the most of our beginner-friendly tools and resources. Each section includes practical examples, best practices, and troubleshooting tips to ensure you can overcome any challenge you encounter.

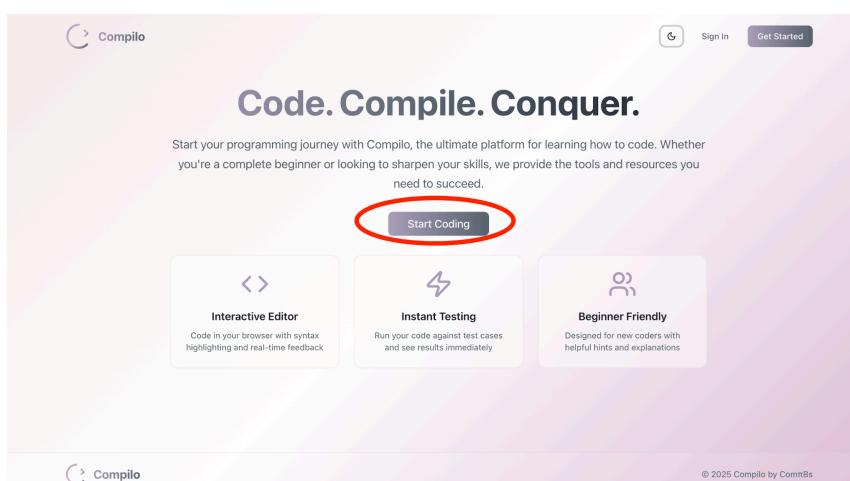
Enter the webpage

1. Visit our web page with this link: <https://10.49.12.48:3001>
2. You will see our landing page where you can learn more about us, sign up or log in.

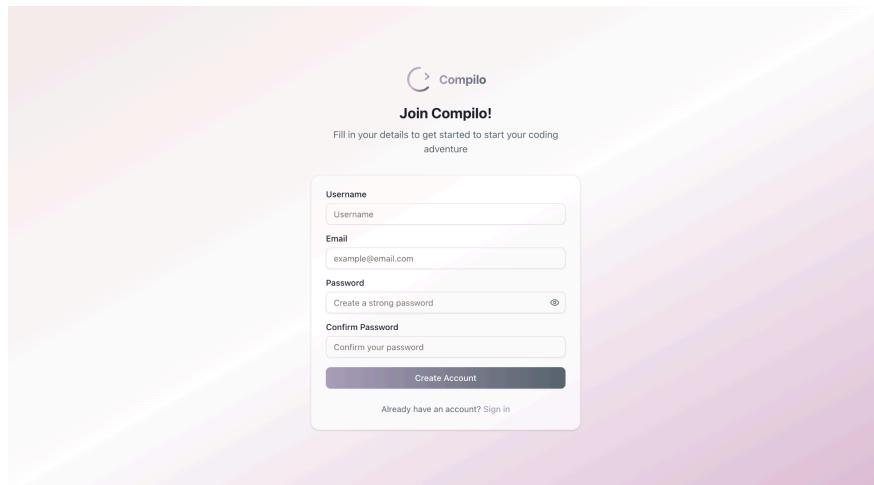


Sign up

1. Click the *start coding* button on our landing page.



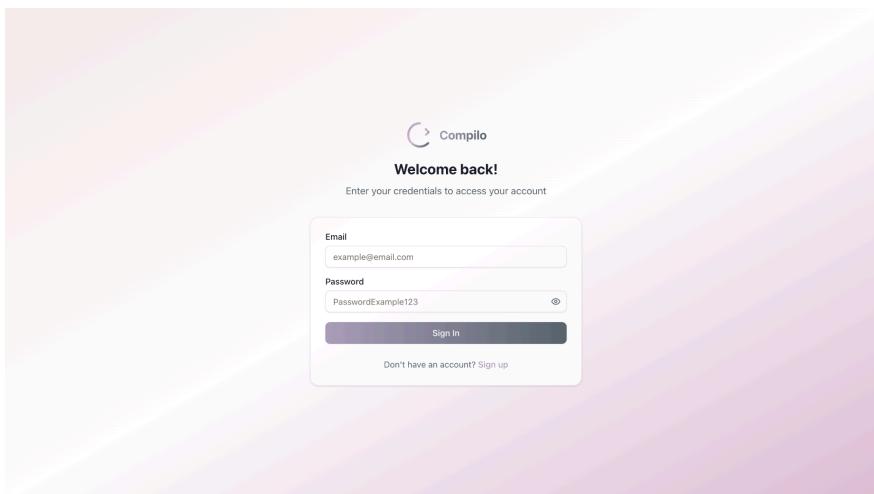
2. Enter your personal data on the required fields: username, email and password



3. Click the *sign up* button, and you are ready to code!

Login

1. Click the *sign in* button on our landing page.
2. Enter your personal data on the required fields: email and password.



3. Click the login button, and you can continue coding.

Problem catalog

1. One logged in, the problem catalog will be displayed

The screenshot shows the 'Problems' section of the Compilo platform. At the top, there is a search bar labeled 'Search problems...' and a dropdown menu for 'Difficulty' and 'Problem Number'. Below this is a table with columns for '#', 'TITLE', and 'DIFFICULTY'. The table contains the following data:

#	TITLE	DIFFICULTY
1	Add Two Numbers	Easy
2	Even or Odd	Easy
3	Maximum of Three Numbers	Easy
4	Factorial	Medium
5	Sum of Natural Numbers	Easy
6	Prime Number Check	Medium
7	Count Digits	Easy

At the bottom of the page, it says '© 2025 Compilo by CommB's.' and '7 problems available'.

2. You can filter and sort your problems, to find what best suits your needs.

This screenshot is identical to the first one, showing the 'Problems' section of the Compilo platform. The 'Difficulty' dropdown menu at the top is circled in red to indicate it as a point of interaction.

3. Choose any problem, and click it to solve.

This screenshot is identical to the previous ones, showing the 'Problems' section of the Compilo platform. The first row in the table, which contains the 'Add Two Numbers' problem, is circled in red to indicate it as the selected item.

Solving problems

- Once you decide which problem to solve, you are going to see the problem description, inputs, taste cases and your workspace to implement your solution.

The screenshot shows the Compilo interface for the 'Add Two Numbers' problem. On the left, there's a sidebar with 'Problems' and 'Add Two Numbers'. Below it, 'Examples' show two test cases: Input: 5 3, Output: 8; and Input: 10 20, Output: 30. On the right, the workspace shows a C code snippet:

```
C -  
Function Signature (read-only):  
int addTwo(int a, int b) {  
    Function Body:  
    return a + b;  
}  
Output  
Test Results: All Passed ✓  
Test Case 1: Success  
Output: 8  
Test Case 2: Success  
Output: 30  
Test Case 3: Success  
Output: 10
```

- Once you have written your solution, you have to click the “run code” button.

The screenshot shows the Compilo interface for the 'Add Two Numbers' problem. The workspace contains the same C code as before. A red circle highlights the 'Run Code' button in the top right corner of the workspace area.

- The web page will run and test your code, to see if our implementation was successful.

The screenshot shows the Compilo interface for the 'Add Two Numbers' problem. The workspace contains the same C code as before. A red arrow points to the 'Output' section at the bottom right, where it says 'Test Results: All Passed ✓' and lists three successful test cases.

4. See your results in the output section.