CONTEST TIPS:

* If you are not sure about your solution, discuss it with your teammates. If stuck, explain problem to a teammate. Use good judgement if it is worth the interruption of him/her.
* If you have time, write code on paper before you go the computer. It will save a lot of computer time for the whole team. You do not have to write all the details, but try to focus on the most important parts of the program. For example, if you are writing binary search, make sure you do not have +-1 errors.
* Do not debug code on the computer. Print your code together with some debugging output and debug on paper.
* If you are stuck on a problem, take a walk or go to the toilet. The best ideas come to mind here.
* If you keep getting WA on a problem, let it be for a while and try to solve another problem. Maybe you will get an idea how to solve it afterwards. Do not hesitate to do a complete rewrite of a solution. For most of the problems it can be done in 15 minutes.
* Is it easy to generate some large inputs, or inputs where you know the answer? If yes, it may be worth doing so to test a bit more before submitting.
* When you are done with a problem, throw all papers concerning that problem onto the floor (problem set page, printouts, handwritten stuff). Saves some time searching for paper, and feels good.
* Look at the scoreboard every now and then. If there is a problem that many other teams solved, it should be easy.
* Keep track of all submissions on a sheet of paper, and keep track of who is working on what problem.
* Print early, print often. Print every time you submit.
* Do not forget the endgame strategy. When time is starting to run out you do not want all three people working on separate problems, but focus on one problem. Try to make sure that all people are still doing something useful. Knowing when to enter this mode can be difficult and in particular it takes some willpower to give up on those additional problems that one knows how to solve but just have to code up…
* free submit mode - last 30 minutes