

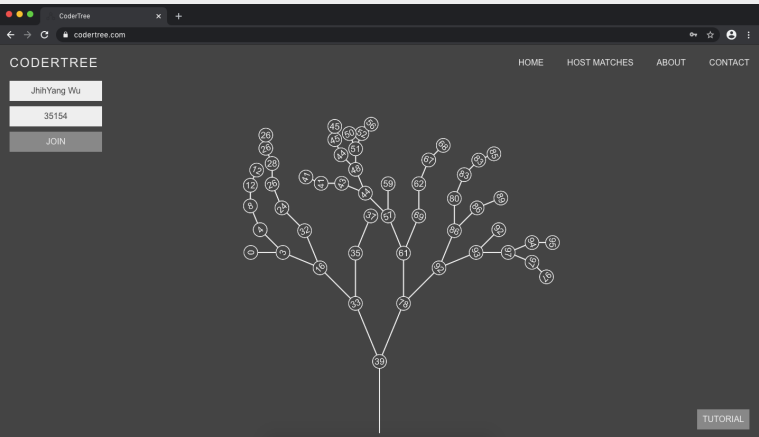
TUTORIAL

CODER

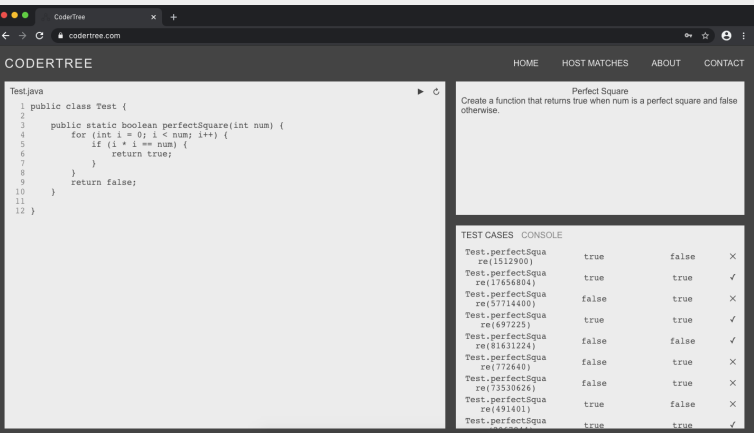
TREE

Created by JhihYang Wu

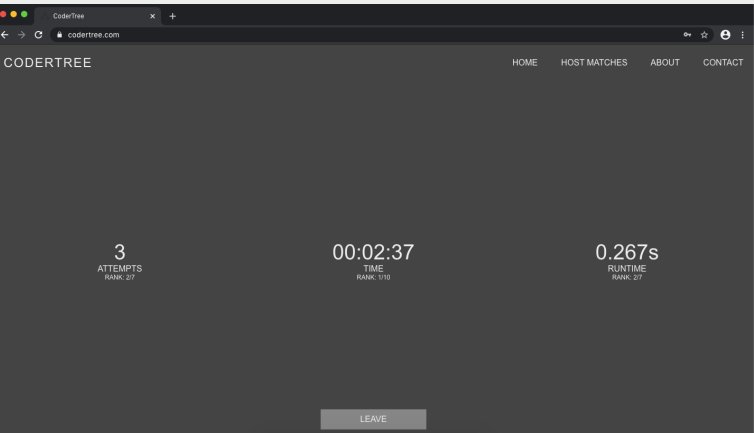
JOIN A MATCH



Enter your name and the match ID provided by your host.

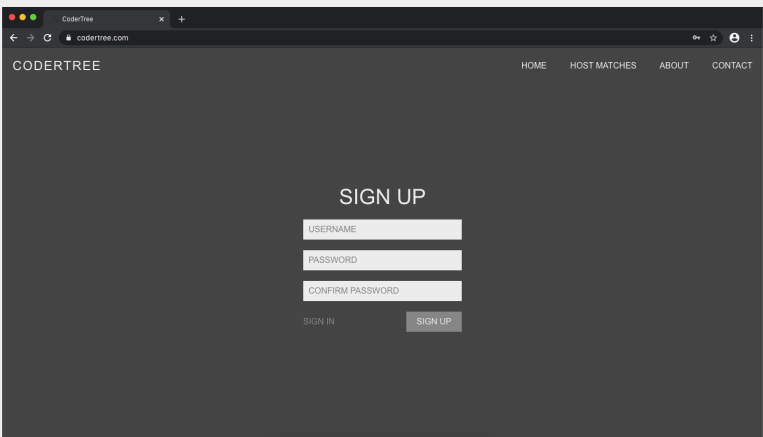


Start coding and press ► to run the test cases against your program. Column 2 of the table shows the expected output of the function call made in column 1. Column 3 will display the actual output made by your program.

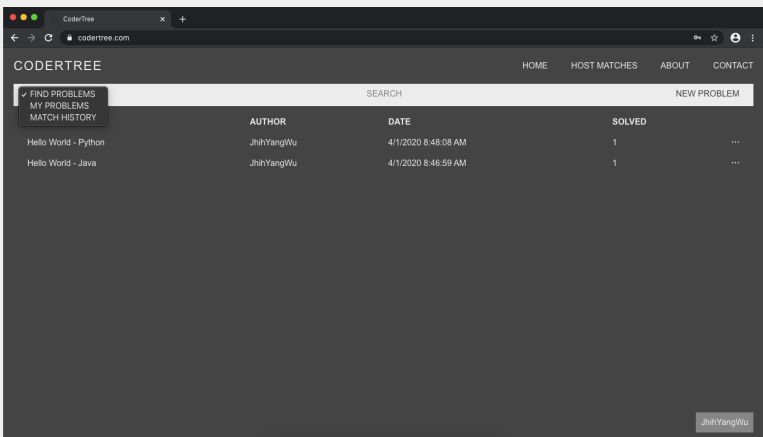


After all the test cases are satisfied, a new screen will appear displaying your stats.

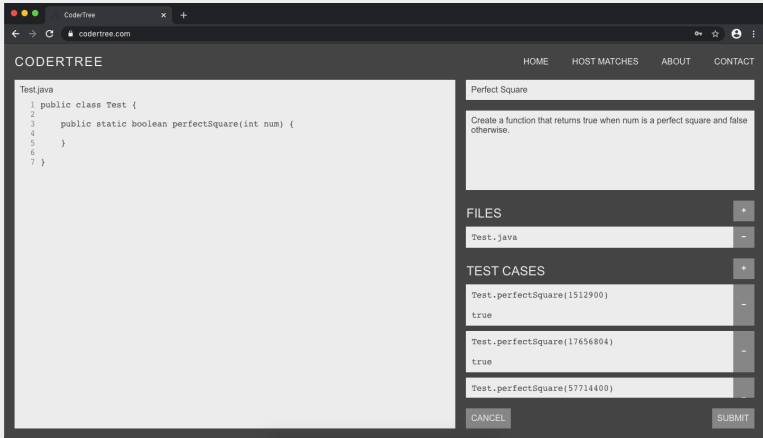
HOST A MATCH



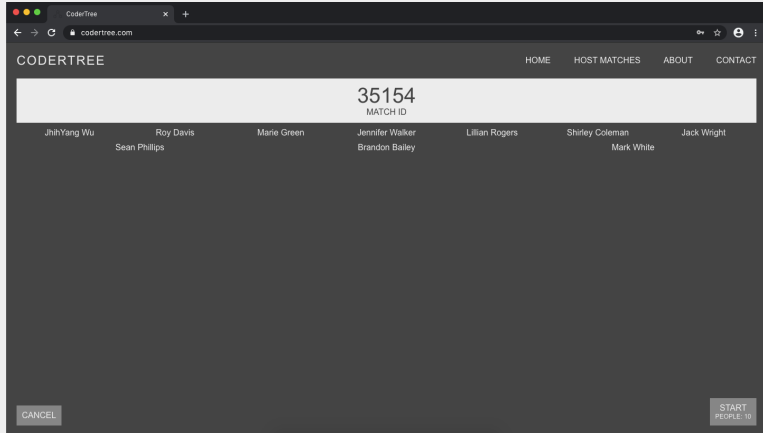
Click on host matches at the top right and sign up for an account.



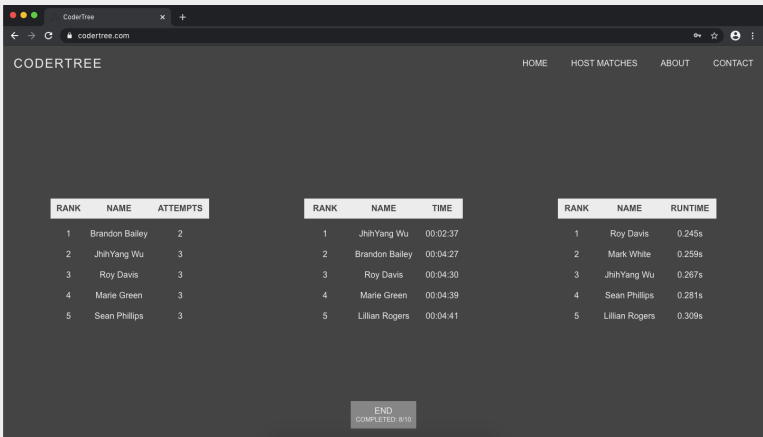
Switch between tables by clicking on the menu at the top left.



Create coding problems by filling out the form and entering some starter code. The programming language is automatically detected by the file extension.



Host a match by pressing the ... next to the problem. Wait for people to join because they won't be able to after the match starts.



Rankings are updated automatically and can be viewed after the match ends.

