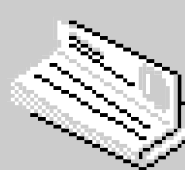
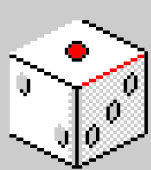
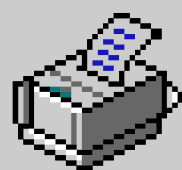
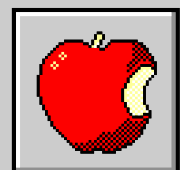


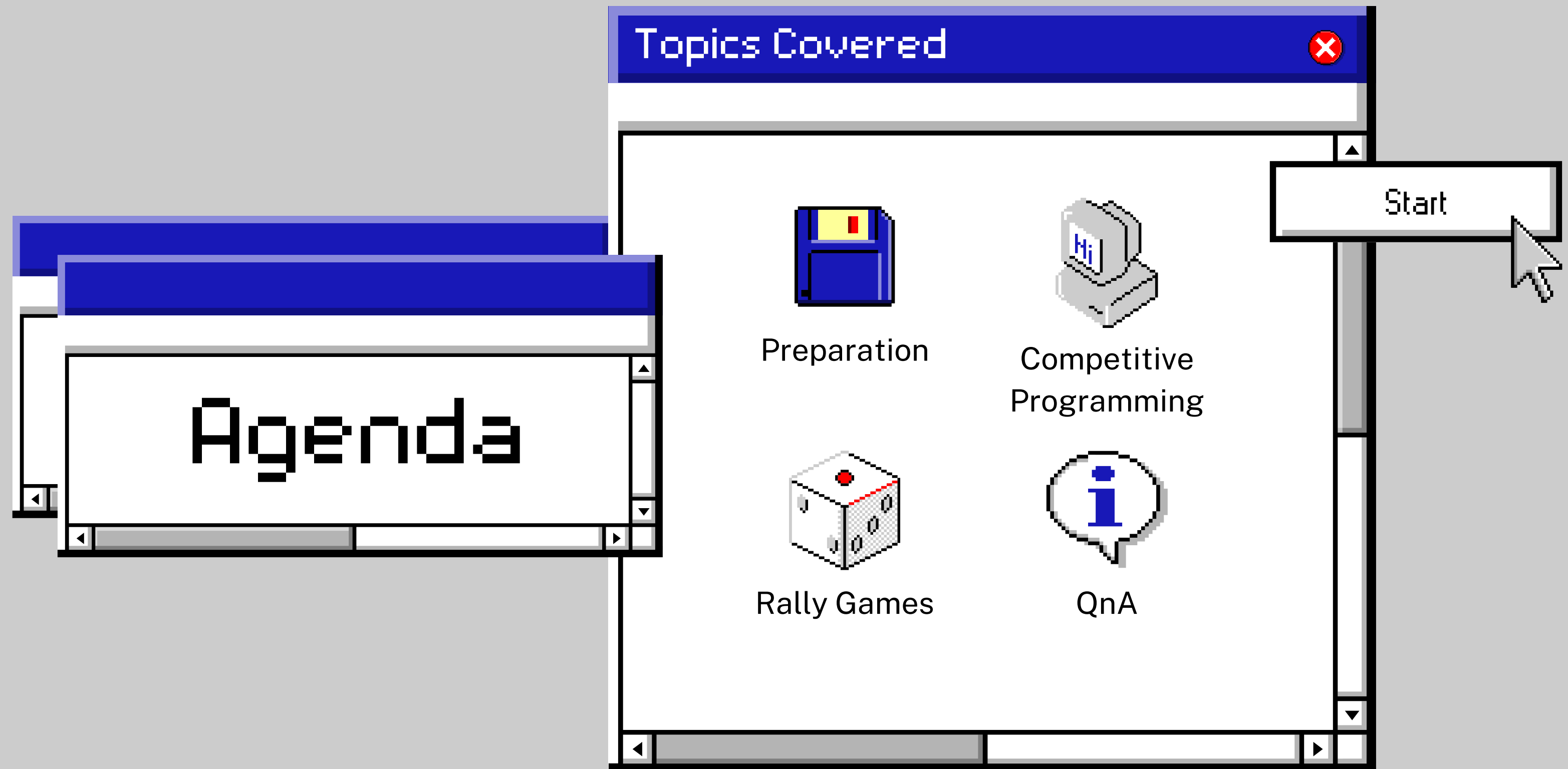
OLC: Anforcom 2022



Breaking the Logic Gate



11:11PM





PREPARATION



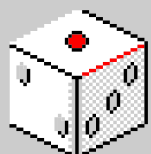
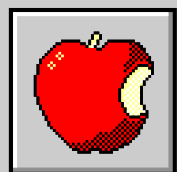
Preparation



Peserta menuju ke
ruang tunggu
(E103) maksimal 30
menit sebelum
babak final dimulai
(09.00 WIB)

Peserta
Competitive
Programming dapat
mempersiapkan diri
dengan login ke
online judge

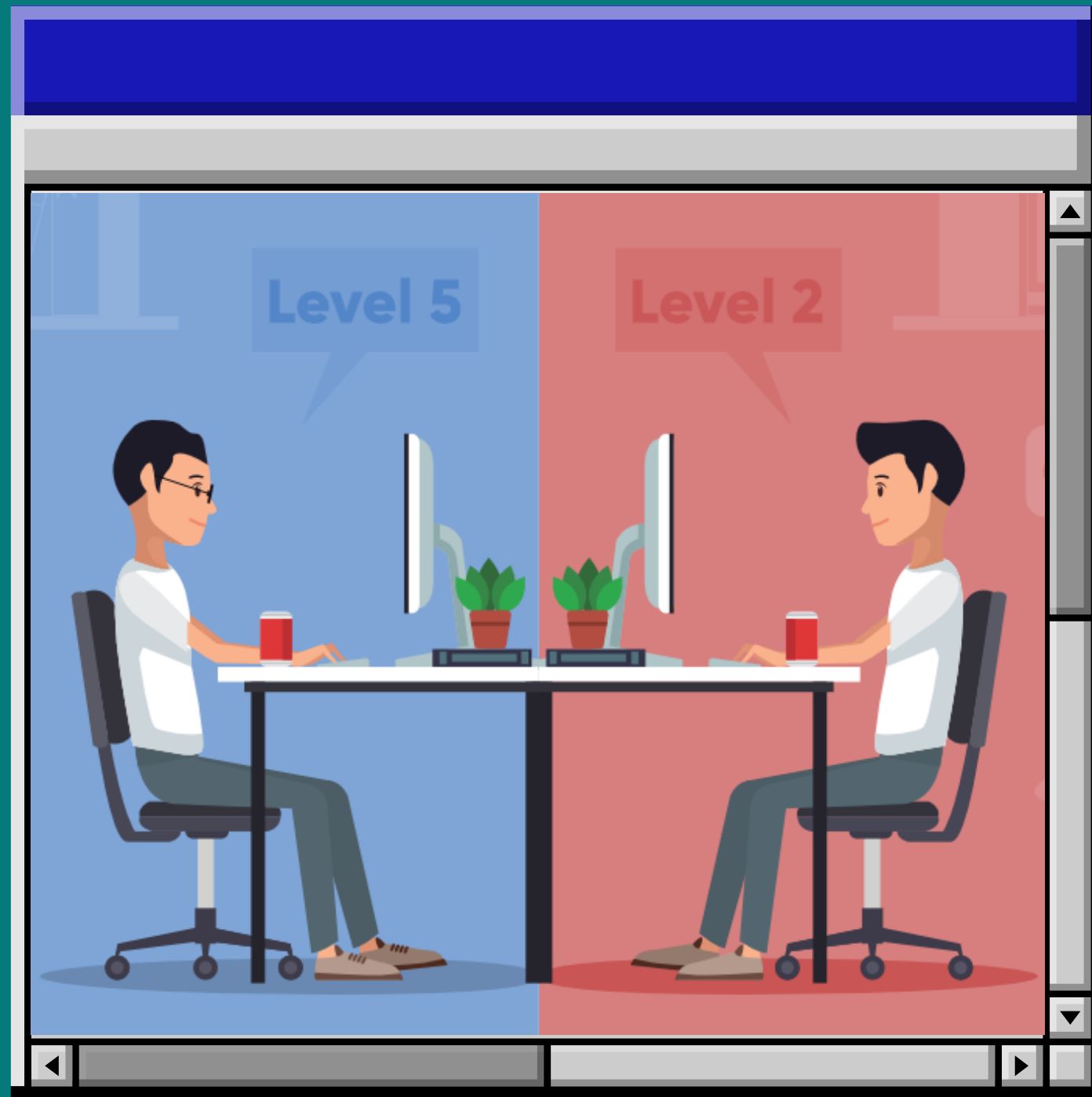
Peserta Rally
Games akan
dibimbing menuju
lokasi start Rally
Games dan
diberikan briefing





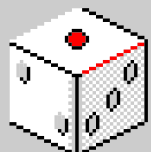
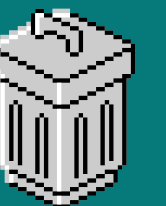
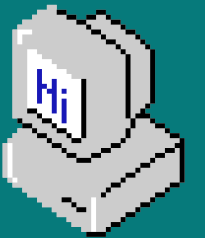
COMPETITIVE PROGRAMMING





Competitive Programming

- **Platform:**
 - DOMJudge (LAN)
- **Waktu:**
 - 2 jam (09.00-11.00 WIB)
- **Bahasa Pemrograman:**
 - C++, Java, Python



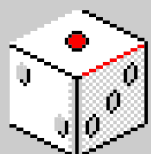
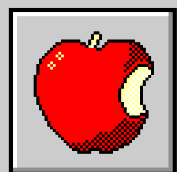
Competitive Programming



Peserta hanya diperbolehkan membawa 1 lembar catatan HVS A4 (coretan akan diberikan oleh panitia)

Peserta dapat melakukan klarifikasi soal melalui sistem mulai dari 1 jam pertama terhitung sejak dimulainya kompetisi

Scoreboard akan dibekukan setelah 1 jam berlalunya kompetisi



Competitive Programming



Jenis soal:

Mengikuti standar ICPC

Hello World

Time limit: 2 detik

Memory limit: 64 MB

Saya baru pertama kali masuk ke dunia pemrograman. Karena itu, saya sangat suka menampilkan kalimat “Hello World” ke layar. Bantu saya menampilkan “Hello World” sebanyak n kali!

Input:

Baris pertama hanya berisikan satu bilangan bulat n ($1 \leq n \leq 1000$) yang menunjukkan jumlah “Hello World” yang harus ditampilkan

Output:

Tampilkan n baris string “Hello World”

Contoh:

Input:

4

Output:

```
Hello World
Hello World
Hello World
Hello World
```


Competitive Programming

Respon server:

CORRECT: Program menghasilkan output yang benar dalam batasan waktu dan memori yang ditentukan

COMPILER-ERROR: Program tidak dapat di-compile

TIMELIMIT: Program berjalan melebihi batas waktu yang ditentukan

RUN-ERROR: Program menghasilkan error (syntax error, data type error, dan lain-lain)

NO-OUTPUT: Program tidak menghasilkan output

WRONG-ANSWER: Program menghasilkan output yang salah

Competitive Programming

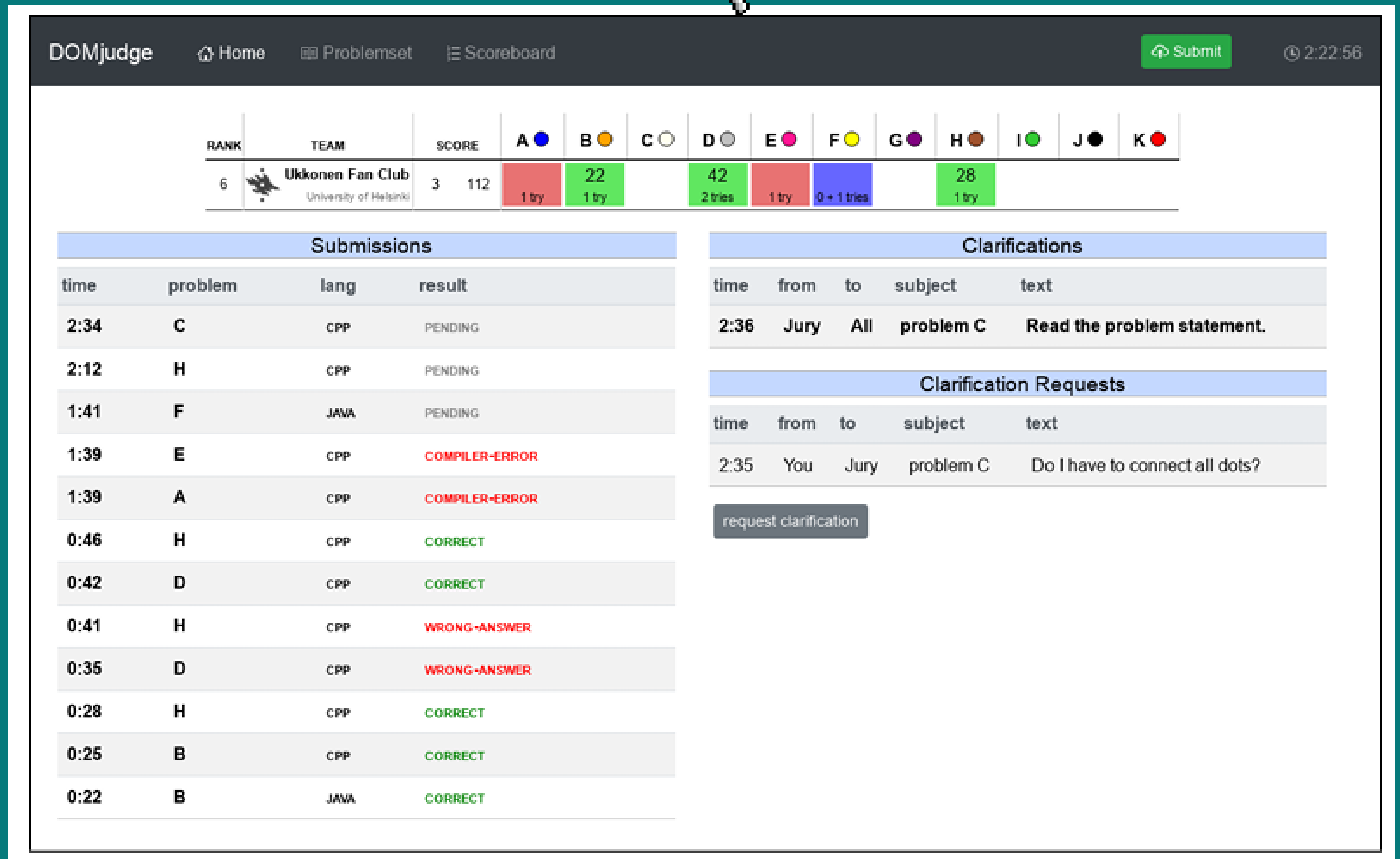
Penalti soal

Ketika CORRECT:

Penalti waktu
terhitung sejak
lomba dimulai

+

(20 * jumlah attempt
yang tidak
CORRECT)



The screenshot shows the DOMjudge interface. At the top, there's a navigation bar with 'DOMjudge', 'Home', 'Problemset', and 'Scoreboard' links. A 'Submit' button and a timer '2:22:56' are on the right. Below the navigation bar is a scoreboard table for 'Ukkonen Fan Club' (University of Helsinki) showing their rank (6), score (112), and progress on problems A through K. Problem A is red (1 try), B is green (1 try), C is grey, D is green (2 tries), E is red (1 try), F is blue (0 + 1 tries), G is purple, H is green (1 try), I is green, J is black, and K is red. Below the scoreboard are two panels: 'Submissions' and 'Clarifications'. The 'Submissions' panel shows a list of attempts with columns for time, problem, language, and result. The 'Clarifications' panel shows a list of clarification requests with columns for time, from, to, subject, and text. A 'request clarification' button is also visible.

RANK	TEAM	SCORE	A	B	C	D	E	F	G	H	I	J	K
6	Ukkonen Fan Club University of Helsinki	3 112	1 try	22 1 try		42 2 tries	1 try	0 + 1 tries		28 1 try			

Submissions			
time	problem	lang	result
2:34	C	CPP	PENDING
2:12	H	CPP	PENDING
1:41	F	JAVA	PENDING
1:39	E	CPP	COMPILER-ERROR
1:39	A	CPP	COMPILER-ERROR
0:46	H	CPP	CORRECT
0:42	D	CPP	CORRECT
0:41	H	CPP	WRONG-ANSWER
0:35	D	CPP	WRONG-ANSWER
0:28	H	CPP	CORRECT
0:25	B	CPP	CORRECT
0:22	B	JAVA	CORRECT

Clarifications				
time	from	to	subject	text
2:36	Jury	All	problem C	Read the problem statement.














Clarification Requests				
time	from	to	subject	text
2:35	You	Jury	problem C	Do I have to connect all dots?

request clarification

Competitive Programming

Peringkat akhir

Diurutkan dari jumlah soal yang terjawab **CORRECT** terbanyak, lalu diurutkan lagi berdasarkan jumlah penalti paling sedikit

DOMjudge														Submit	2:24:53
The 2018 ACM ICPC World Finals															
starts: 21:00 - ends: 02:00															
RANK	TEAM	SCORE	A	B	C	D	E	F	G	H	I	J	K		
1	 unsigned University of Engineering and Technology - VNU	4 162		12 1 try		27 1 try			100 1 try	23 1 try					
2	 Nebula Huazhong University of Science & Technology	4 175		13 1 try		34 3 tries				42 3 tries			6 1 try		
3	 Triangulation Indian Institute of Technology - Roorkee	4 267		51 1 try		56 2 tries			0 + 1 tries	36 2 tries			84 1 try		
4	 Pachirisu Fuzhou University	3 91		11 1 try		51 1 try				29 1 try					
5	 NCTU_Foudre National Chiao Tung University	3 101		14 1 try	0 + 1 tries	47 1 try				40 1 try					
6	 Ukkonen Fan Club University of Helsinki	3 112	1 try	22 1 try		42 2 tries	1 try	0 + 1 tries		28 1 try					
7	 Unicorn University of Illinois at Urbana-Champaign	3 125		11 1 try		108 1 try				6 1 try	2 tries	2 tries			
8	 Pragma ITESM Campus Queretaro	3 155		51 1 try		30 1 try			74 1 try						
9	 Cxiv-Dxiv The University of Tokyo	3 155		13 1 try					105 2 tries	17 1 try					
10	 MIT TWO Massachusetts Institute of Technology	3 181		58 2 tries		44 3 tries				19 1 try					
11	 Perm SU: Fire Mind Perm State University	3 182		12 1 try		48 1 try							102 2 tries		
12	 Codembia Columbia University	3 191		20 1 try		45 1 try				106 2 tries					
13	 LNU Algotesters Lviv National University	3 214	1 try	18 1 try		58 1 try				98 3 tries					

Competitive Programming

Point Akhir (40):

Peringkat 1 : 40 poin

Peringkat 2 : 30 poin

Peringkat 3 : 20 poin

Peringkat 4 : 10 poin



RALLY GAMES



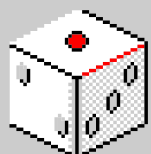
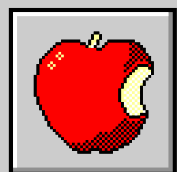
Rally Games



Peserta mendatangi pos-pos yang telah disediakan oleh panitia dengan jumlah star tertentu

Dalam tiap pos, setiap peserta harus menyelesaikan games-games yang berkaitan dengan logika dan matematika

Peringkat akhir diurutkan dari jumlah star terbanyak



Rally Games

Point Akhir (60):

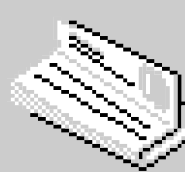
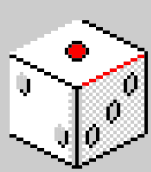
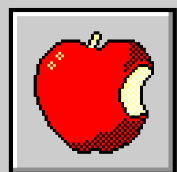
Peringkat 1 : 60 poin

Peringkat 2 : 45 poin

Peringkat 3 : 30 poin

Peringkat 4 : 15 poin

Tim dengan jumlah
star yang sama
mendapatkan
peringkat yang
sama, peringkat dari
tim yang lain
menyesuaikan

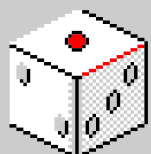
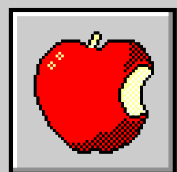


Pemenang Babak Final



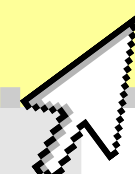
Poin akhir dari babak final didapatkan dari jumlah poin
Competitive Programming + jumlah poin Rally Games

Peringkat akhir diurutkan dari jumlah poin akhir terbanyak





QNA





Thank you!

Selamat Berkompetisi (̄ — ̄) ʘ



Resource Page

Use these design resources
in your Canva Presentation.
Happy designing!

Don't forget to delete
this page before presenting.

