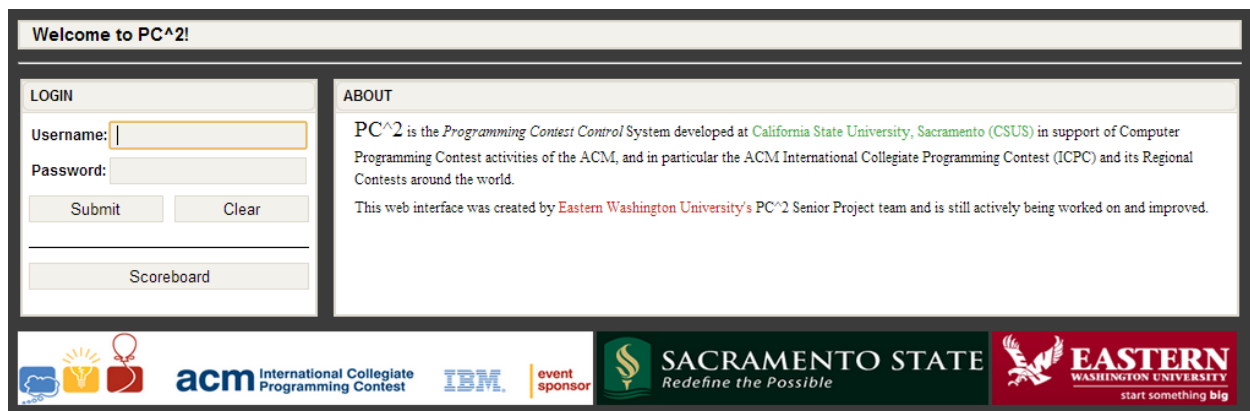


Programming Contest Control System

Contestant's Guide

This guide is intended to explain the various components of the Programming Contest Control System (PC^2) interface. Once teams navigate to the PC^2 web interface through a supported browser of their choosing (Firefox, Chrome, or Safari), they will be presented with the login screen. Internet Explorer is not supported.

Logging in



The screenshot shows the PC^2 login interface. At the top, a banner reads "Welcome to PC^2!". Below this, the interface is divided into two main sections. On the left, the "LOGIN" section contains a "Username:" label followed by a text input box, a "Password:" label followed by a password input box, and two buttons labeled "Submit" and "Clear". Below these is a "Scoreboard" button. On the right, the "ABOUT" section contains text explaining that PC^2 is the Programming Contest Control System developed at California State University, Sacramento (CSUS) in support of Computer Programming Contest activities of the ACM, and in particular the ACM International Collegiate Programming Contest (ICPC) and its Regional Contests around the world. It also mentions that the web interface was created by Eastern Washington University's PC^2 Senior Project team and is still actively being worked on and improved. At the bottom of the interface, there is a footer with logos for the ACM International Collegiate Programming Contest, IBM, event sponsor, Sacramento State (with the tagline "Redefine the Possible"), and Eastern Washington University (with the tagline "start something big").

Login credentials will be provided by the contest administrator. To login to PC2, click once on the Username box on the login screen, enter your assigned team ID, press the TAB key or click on the Password box, then enter your assigned password. Your team ID will be of the form teamXX, where XX is your assigned team number (for example, "team3" or "team12"). After entering your team name and password, click on the Submit button to enter the team interface. Contest observers may view the scoreboard by clicking the Scoreboard button.

Submitting Solutions

Once logged in, users may begin interacting with the contest. To submit a problem solution, you will use the “SUBMIT RUN” panel. Select the problem that you are attempting to solve, the programming language that your solution is written in, and the source file of your solution. Finally, click the submit button to send your solution to the PC² judge.

SUBMIT RUN

Problem:

Choose a problem ▼

Language:

Choose a language ▼

Main File:

Choose File

 No file chosen

Submit Problem

Viewing Submissions

To view previously submitted runs, navigate to the “VIEW RUNS” tab. Runs will be listed in order of submission time with the most recent being on top. If a submitted run is not listed, click the refresh button in the top right corner of the team interface. Once a submission is judged, the status will be updated accordingly.

VIEW RUNS

VIEW CLARIFICATIONS

SCOREBOARD

LOGOUT

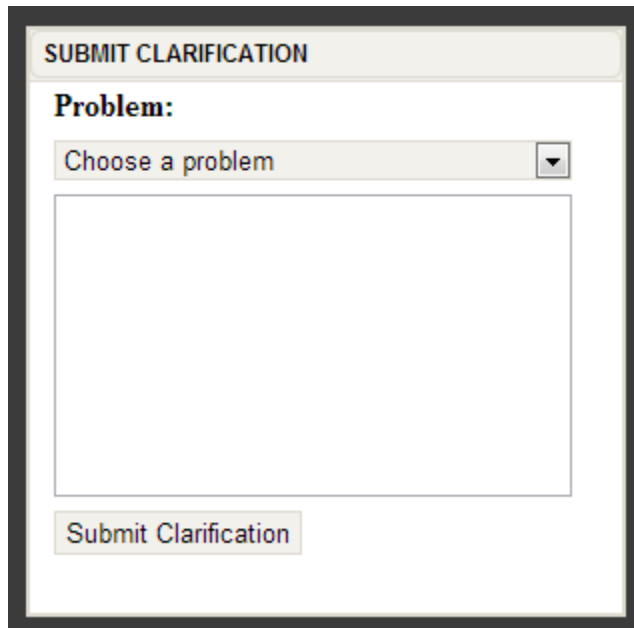
All submitted runs by your team:

Refresh

Site	Run ID	Problem	Language	Time	Status
1	6	p2	Java	48	Pending...
1	5	p1	Java	48	Yes

Submitting a Clarification

If there is a discrepancy in a problem's description teams may send a clarification to the judges. To send a clarification, use the "SUBMIT CLARIFICATION" panel. You should then select the problem that you are referring to, along with a question about the problem. Click submit clarification to send the message to the judges.



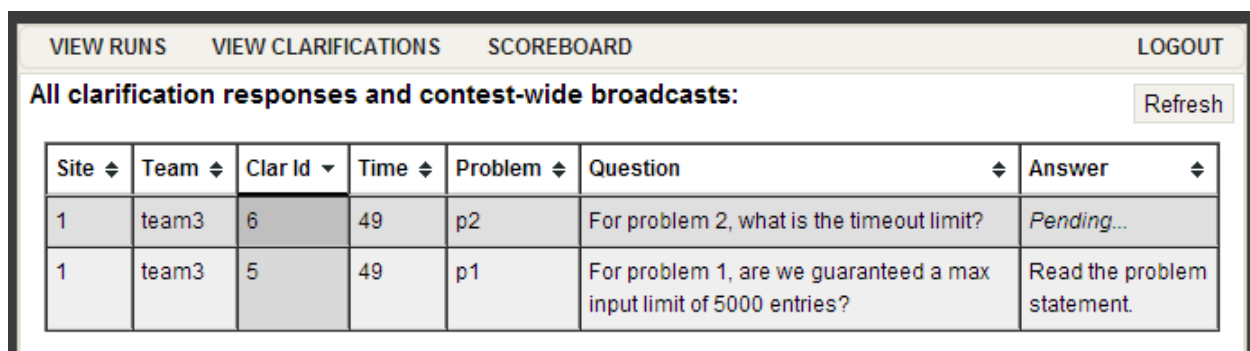
SUBMIT CLARIFICATION

Problem:

Choose a problem ▼

Submit Clarification

Similar to viewing runs, teams may view clarifications in the "VIEW CLARIFICATIONS" tab. If a submitted clarification does not appear in the list, click the refresh button in the top right corner of the team interface. Judges' responses will be listed in the Answer column once the clarification has been judged.



Site ↕	Team ↕	Clar Id ▼	Time ↕	Problem ↕	Question ↕	Answer ↕
1	team3	6	49	p2	For problem 2, what is the timeout limit?	Pending...
1	team3	5	49	p1	For problem 1, are we guaranteed a max input limit of 5000 entries?	Read the problem statement.

Viewing the Scoreboard

To view the current rank of each team in the contest, navigate to the "SCOREBOARD" tab. To get a live version of the scoreboard teams should click the refresh button. Green cells indicate a correct submission, while red indicates an incorrect submission. The numbers listed in the cells are number of attempts followed by the total penalty time for that submission.

VIEW RUNS

VIEW CLARIFICATIONS

SCOREBOARD

LOGOUT

Ranked Scoreboard for the contest (# of attempts / penalty time):

Refresh

Rank	Team Name	Solved	Time	p1	p2	p3	a	s	d	f
1	team2	1	46	1/46	1/0	0/0	0/0	0/0	0/0	0/0
2	team1	0	0	1/0	1/0	0/0	0/0	0/0	0/0	0/0
2	team3	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team4	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team5	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team6	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team7	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team8	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team9	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
2	team10	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0

Exiting PC^2

The “LOGOUT” button logs your team out and shuts down PC2 on your machine. This does not affect the status of runs or clarification requests previously submitted, and any Run or Clarification responses sent by the Judges while PC2 is shut down will be viewable in the corresponding grids the next time you login. Note however that the dynamic “instant notification” messages which pop up on your screen to notify you of responses from the Judges will not appear unless you are logged in to PC2.

For further questions, please ask a contest administrator.