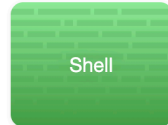


SOFTWARE ENGINEERING

Category - All



11/1178 Solved - Easy 9 Medium 2 Hard 0

Pick One

Search question titles, description or IDs

Difficulty Status Lists Tags

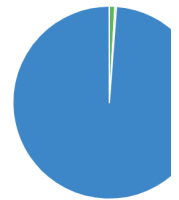
#	Title	Solution	Acceptance	Difficulty	Frequency
✓ 1	Two Sum		44.5%	Easy	
? 2	Add Two Numbers		31.7%	Medium	
✓ 3	Longest Substring Without Repeating Characters		28.8%	Medium	
4	Median of Two Sorted Arrays		27.2%	Hard	
5	Longest Palindromic Substring		27.8%	Medium	
6	ZigZag Conversion		33.1%	Medium	
? 7	Reverse Integer		25.5%	Easy	
8	String to Integer (atoi)		14.8%	Medium	
9	Palindrome Number		44.7%	Easy	
10	Regular Expression Matching		25.6%	Hard	
11	Container With Most Water		46.4%	Medium	
12	Integer to Roman		52.0%	Medium	
13	Roman to Integer		53.2%	Easy	
14	Longest Common Prefix		34.1%	Easy	

NEW Category



Your Progress

Session: Anonymous S



1164 Todo 11 / 1178 Solved

Exp. 42

Top Hits

- Top 100 Liked Questi
- Top Amazon Questio
- Top Facebook Quest
- Top Google Question
- Top Interview Questi

Collegiate Competitive Programming Platform

Prepared by: JP Kiser, Kailyn Williams, Andrew Bohlman
September 3, 2019

PROJECT SUMMARY

Objective

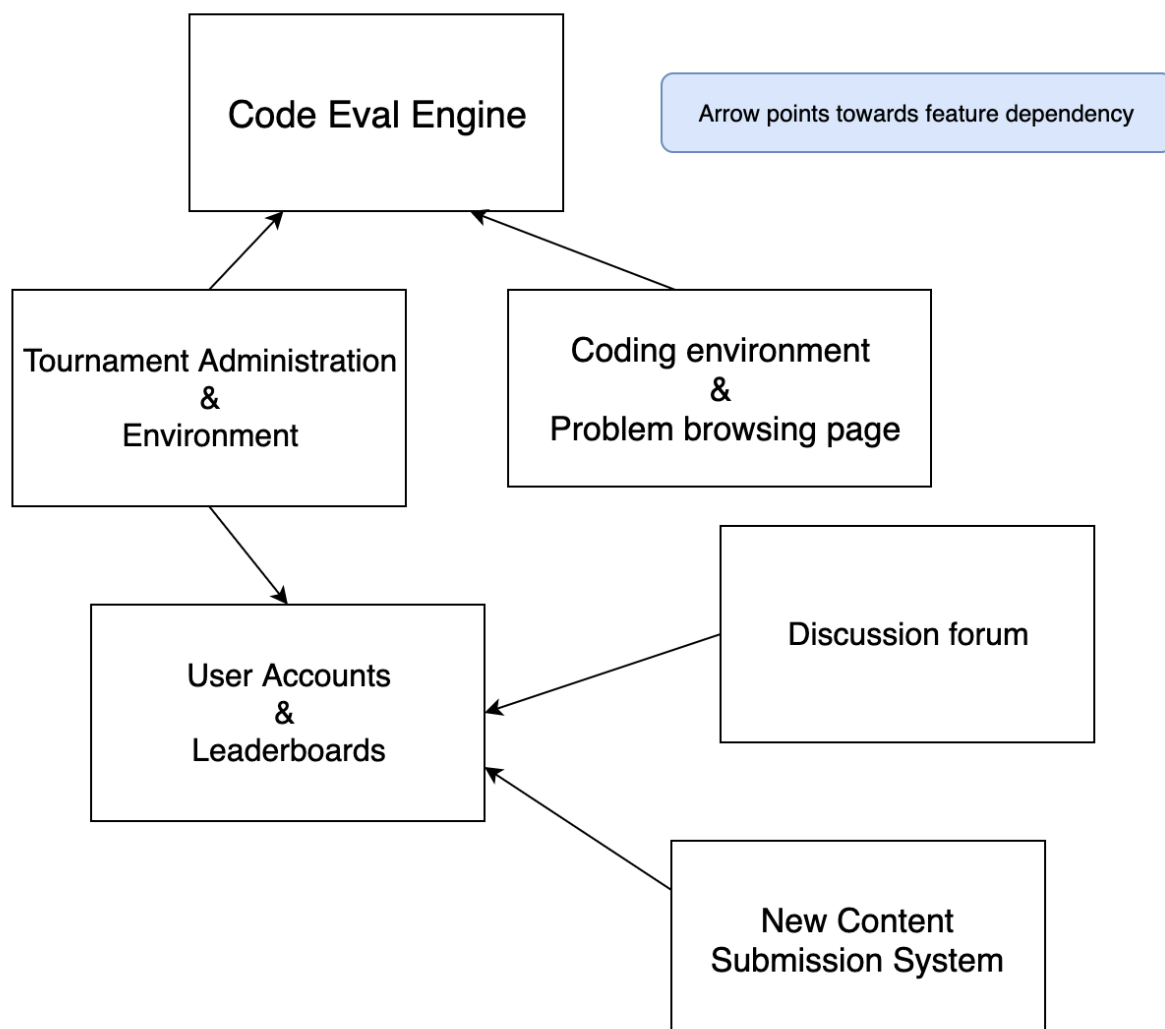
Build a Leetcode/Hackerrank like platform where students and collegiate teams will be able to practice and compete with each other on competitive programming challenges.

Goal

Build a functioning Web App that meets the minimal requirements laid out in this document.

Project Outline

*** Each team will be responsible for implementing one or two major features.**



FEATURES:

CODE EVAL ENGINE

- The part of the system that takes a submitted solution to a problem and evaluates it against the test cases.

CODING ENVIRONMENT

- The in-browser Text Editor and coding tools
- Also responsible for building the practice problem browsing page

TOURNAMENT ADMINISTRATION TOOLING

- Page where site admins can set up and specify the restraints (time, eligibility) for new tournaments.
- Create system that automatically judges and ranks tournament participants

USER ACCOUNTS

- Responsible for managing and displaying user account state.
 - ◆ Username
 - ◆ User score
 - ◆ Email
 - ◆ Past tournaments
 - ◆ School
 - ◆ Etc
 - ◆ Team
- Also responsible for displaying leaderboards (local, teams, glob.)

CONTENT SUBMISSION SYSTEM

- System that allows users & admins to submit practice problems.

DISCUSSION FORUM

- Page where users can discuss upcoming tournaments and other topics.
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