HOW TO USE THE SPOJ POINTS UTILITY CODE?

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This is very simple JAVA program that reads the problem name entered by the user and prints how many points you"ll get on solving the problem.

Requirements:

JAVA JDK installed and JAVA Environment set for use. (This includes proper path environment variables set for windows users).

Visit https://goo.gl/sRSC7 (Windows users) https://goo.gl/z9qdy0 (Linux/Mac Users) for getting help on setting the environment.

How to use?

- 1. Download Main.java file from the link provided.
- 2. Open terminal and move to the directory where you've downloaded the file. For windows users, you can hold press "Shift + Right Click Mouse", then "Open command window here" in the folder where you've downloaded the Main.java file.
- 3. Type

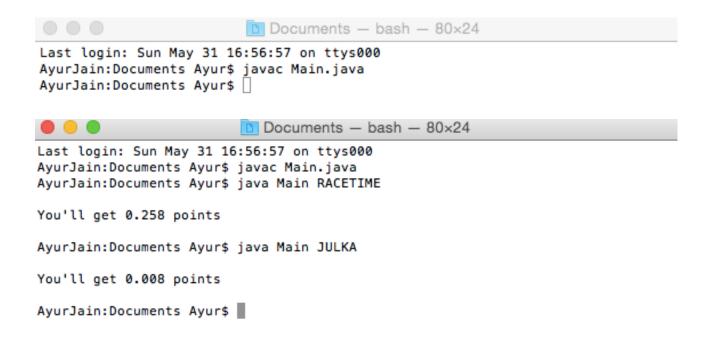
javac Main.java

This should compile the source code and create a .class file in the current directory. This is only required only one time. You need not compile the source code again.

4. To get the points associated with problem problem_name>, type java Main <pre

The command will access the webpage and print the points you"ll get by solving problem_name>.

5. For future, you only need to repeat steps (2) and (4).



```
C:\Users\AyurJain\Documents\javac Main.java
C:\Users\AyurJain\Documents\java Main RACETIME
You'll get 0.258 points
C:\Users\AyurJain\Documents\java Main JULKA
You'll get 0.008 points
C:\Users\AyurJain\Documents\
```

Note:

- 1. Kindly enter correct problem ID in uppercase only without any leading or trailing spaces.
- 2. Kindly be patient as the program takes some time to visit the webpage and print the points. Make sure you're connected to internet while running the code and your system security and firewall settings allow webpage access from command line.
- 3. Alternately, You may run the code directly in a JAVA ide. (I've tested it with Intellij IDEA).