

## Instructions

Computer Science Society  
Programming Contest  
Spring 2012

### Rules

- [1] Electronic copies of these instructions, the problem handouts, and the sample input and output files are available (or will be, when the contest starts) on the World Wide Web at the URL [http://www.csupomona.edu/~carich/programming\\_contests/](http://www.csupomona.edu/~carich/programming_contests/).
- [2] You are allowed to view the online application programming interface (API) for the method library of the programming language you are using. You are *not* allowed to view any other online materials, or electronically read any stored files other than those described in [1]. You are allowed to use a calculator (if you think that will help) and read as many printed materials as you like.
- [3] All problems require only one input stream and one output stream, and your program *must* read from standard input and write to standard output. Your program should not call any form of open or close method and should not refer to any command-line arguments or input files by name.
- [4] Completed source files should be e-mailed as attachments to [carich@csupomona.edu](mailto:carich@csupomona.edu). Programs can be developed on any platform as long as the source file can be sent to me and will successfully (compile and) run using one of the following interpreters/compiler:

Language	Interpreter/Compiler
Java	java 1.6.0
C/C++	GCC 4.2.1
Python	Python 2.7.3
Ruby	ruby 1.9.3
Perl	perl 5.12.3
Haskell	ghc 7.4.1
Lisp	CLISP 2.49
PHP	PHP 5.3.8
C#	Mono 2.10.8

- [5] After a source file is submitted, it will be compiled, linked and run using rigorous test data. You will receive an e-mail reply containing one of the following messages:  

```
program will not compile.  
program will not terminate within the time limit.  
program terminated with a run-time error.  
program produces incorrect output.  
congratulations, program produces correct output.
```
- [6] Contestants are ranked first by the number of problems correctly solved. Among contestants solving the same number of problems, they will be ranked by the total of the elapsed times from the start of the contest to the time when each correct program is submitted, plus any penalty time. For each program submitted that does not produce correct output, a 20 minute penalty will be added to the total elapsed time.