

Creating new Contest in the Grader



1 Navigate to grader.inf.unibe.ch:8889

2 Click "(create new contest...)"

The screenshot shows the Grader web interface. On the left, there is a sidebar with a menu. The 'Contests' section is highlighted, and the '(create new contest...)' button is circled in orange. The main content area on the right shows the 'Queue status' and 'Workers status' sections. The 'Queue status' section is empty, and the 'Workers status' section shows a table of workers.

Shard	Connected	Current job
0	Yes	N/A
1	Yes	N/A
2	Yes	N/A
3	Yes	N/A
4	Yes	N/A
5	Yes	N/A
6	Yes	N/A
7	Yes	N/A

3 Click this text field.

The screenshot shows a web application interface. On the left is a sidebar menu with the following items: 'Hello, admin.' with a 'Logout' button; 'Administration' with a red warning message 'Change secret_key in cms.conf! For example, 54a78f4c5009c43086b79914c8751ecc'; 'Overview'; 'Resource usage'; 'Manuals'; '***'; 'Contests' with 'DEVContest' and '(create new contest...)'; 'Exercises' with 'DEV', 'PN_HS22_ex05', and 'Nameoftheexercise'. On the right is the main content area titled 'New contest'. It contains a form with a label 'Name:' followed by a text input field. An orange circle highlights the text input field. To the right of the input field is a 'Senden' button.

4 Type the Name of your Contest

5 Click this button.

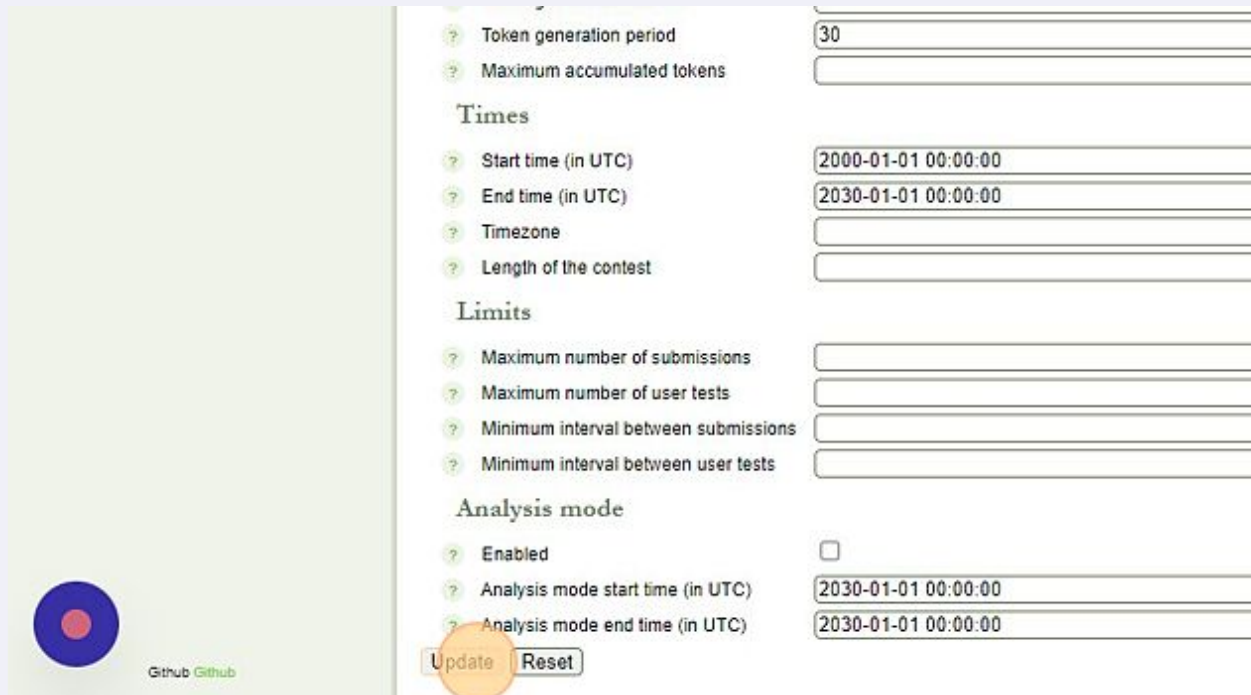
The screenshot shows the 'New contest' form. On the left is a sidebar with navigation links: 'ion', 'in cms.conf', 'ile, 79914c8751ecc', 'Overview', 'source usage', 'Manuals', 'DEVContest', 'ew contest...)', 'DEV', '_HS22_ex05', and 'ftheexercise'. The main area is titled 'New contest'. It contains a 'Name' field with the text 'New Contest' and a 'Senden' button. A red circle highlights the 'Senden' button.

6 Remove or Add the Programming languages you want to include in the contest. You can now adjust all the other parameters of the contest.

The screenshot shows the 'Contest information' form. On the left is a sidebar with navigation links: 'c5435ef171', 'Overview', 'rce usage', 'Manuals', 'General', 'Ranking', 'nd Scores', 'User tests', 'Users', 'Exercises', 'Tasks', 'ncements', and 'Questions'. The main area is titled 'Contest information'. It contains several fields and checkboxes. The 'Name' field is 'NewContest'. The 'Description' field is 'NewContest'. The 'Allowed localizations' field is empty. The 'Allowed programming languages' section has checkboxes for C# / Mono, C++11 / g++, C11 / gcc, Haskell / ghc, Java / JDK, Java 1.4 / gcj, PHP, Pascal / fpc, Python 2 / CPython, Python 3 / CPython, and Rust. The 'Submissions download allowed' checkbox is checked. The 'Allow questions' checkbox is checked. The 'Allow user tests' checkbox is checked. The 'Score decimal places' field is '0'. The 'Logging in' section has checkboxes for 'Block hidden participations', 'Allow password authentication', 'IP based login restriction', and 'IP based autologin'. The 'Allow password authentication', 'IP based login restriction', and 'IP based autologin' checkboxes are checked. A red circle highlights the 'PHP' checkbox.

7

Click this button to finish the setup of the contest.



The screenshot shows a contest setup interface. On the left is a sidebar with a blue and red circular logo and the text "Github Github". The main area contains several sections for configuring the contest:

- Token generation period**: 30
- Maximum accumulated tokens**: (empty field)
- Times**
 - Start time (in UTC)**: 2000-01-01 00:00:00
 - End time (in UTC)**: 2030-01-01 00:00:00
 - Timezone**: (empty field)
 - Length of the contest**: (empty field)
- Limits**
 - Maximum number of submissions**: (empty field)
 - Maximum number of user tests**: (empty field)
 - Minimum interval between submissions**: (empty field)
 - Minimum interval between user tests**: (empty field)
- Analysis mode**
 - Enabled**: ☐
 - Analysis mode start time (in UTC)**: 2030-01-01 00:00:00
 - Analysis mode end time (in UTC)**: 2030-01-01 00:00:00

At the bottom of the main area are two buttons: "Update" (highlighted with an orange circle) and "Reset".