

Downloads

- [tester.jar](#)
 - [CutTheRootsVis.java](#)
-

Helpful information

- [Getting Started with Marathon Matches](#)
 - [Working on Marathon Matches](#)
 - [TopCoder Cookbook forums](#)
-

In order to use the offline tester / visualizer tool for testing your solution locally, you'll have to modify your solution by adding the main method that interacts with the tester / visualizer via reading data from standard input and writing data to standard output. As long as you do not change the implementation of method *makeCuts*, this doesn't affect the way your solution works when submitted to our server.

Here are example solutions for different languages, modified to be executed with visualizer. They all implement the same approach: sort the plant base points in order of increasing x-coordinate, and separate them with vertical lines located mid-way between adjacent plant base points.

- [CutTheRoots.cpp](#)
- [CutTheRoots.java](#)
- [CutTheRoots.py](#)
- [CutTheRoots.cs](#)

You may modify and submit these example solutions.

To run the tester with your solution, you should run:

```
java -jar Tester.jar -exec "<command>" -seed <seed>
```

Here, `<command>` is the command to execute your program, and `<seed>` is seed for test case generation. If your compiled solution is an executable file, the command will be the full path to it, for example, `"C:\TopCoder\solution.exe"` or `"~/topcoder/solution"`. In case your compiled solution is to be run with the help of an interpreter, for example, if you program in Java, the command will be something like `"java -cp C:\TopCoder Solution"`.

Additionally you can use the following options:

- `-vis` to turn on visualization. Bright colors denote roots which are still attached to the plant base, dark colors denote dead roots.
- `-save output.png` to write visualization results to file `output.png`.

Finally, you can print any debug information of your solution to standard error, and it will be forwarded to the standard out of the tester.