Problems

Shortest-path-Easy

Shortest-path-Medium

Shortest-path-Hard

Results

Team Info

Logout

Time: 41 mins, 39 secs / Bonus: 1.93X

Crash and Compile

Welcome to Crash and Compile at DEF CON 25.

You have 45 minutes each round to complete the problem.

Scoring

Teams get points for completing problems, more difficult problems get more points. Completing problems quickly will earn bonus points based on the multiplier displayed at the top of the screen. Partial credit will also be earned for solutions that are partially correct.

```
Easy = 50 points minimum
Medium = 100 points minimum
Hard = 200 points minimum
```

All three difficulty levels can be completed by each team. If you submit a correct answer for one difficulty, keep working on the other difficulty levels until time runs out. The time bonus is applied upon the correct solution for each difficulty level, there is no penalty for attempting another difficulty and failing.

Submission Guidelines

To submit a solution to the auto grader follow these steps:

- Click on "Generate Problem Text"
- The next page will let you download the randomly generated problem text and give you a form to submit your solution.
- You will have 5 minutes in order to submit a solution, before the generated test case is considered invalid. After

5 minutes, or an uploaded submission, a new test case needs to be generated.
- Pipe the problem text to your program and capture the output.
- Upload the results, as well as a copy of your source code for human verification.
- Your uploaded results will then be compared against the stored solution for your test case. Submissions are automatically trimmed of leading and trailing white space.
- Results are displated at the top of the page when submitting, as well as on the Results tab.

Languages

Teams may use any programming language to solve the problems during Crash and Compile. Creativity in your development environment is encouraged, because if you're going to do something, you may as well do something in style.

Input and Output

The Crash and Compile auto-grader has been updated to no longer require the compilation and execution of your code by the grader. Instead, the grader will generate a random problem sample text. Once you have the sample text, you will pipe that data into your program, and capture the output. Then you will upload the program output, with a copy of your program source.

All programs should read input on standard input, and produce output on standard output. The output of your program will be trimmed to removing any leading or trailing whitespace, and then compared against the solution text to determine if you have submitted the correct answer.

A simple program that does this in C would be:

```
#include <stdio.h>

int main() {
    int i;
    while( scanf("%d", &i) ) {
        printf("%d\n", i);
    }
    return 0;
}
```

Advanced usage of the Auto Grader

If you are the adventurous type, you can save yourself some manual work by interacting with the grader via a shell script.

An example is provided here:

[login with curl](#)