Instructions for Round 2 Participants
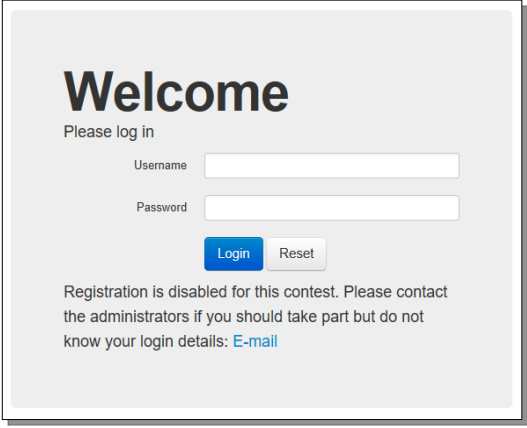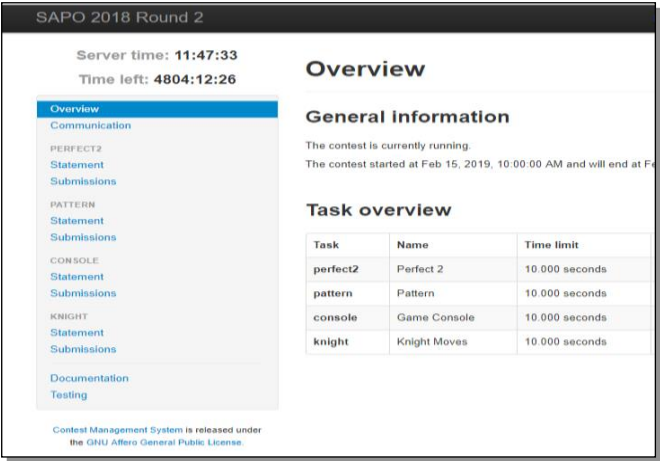
Wednesday 21 August 2019
From Opening at 06:00 to Shutdown at 18:30
Please share this with all participants before participation
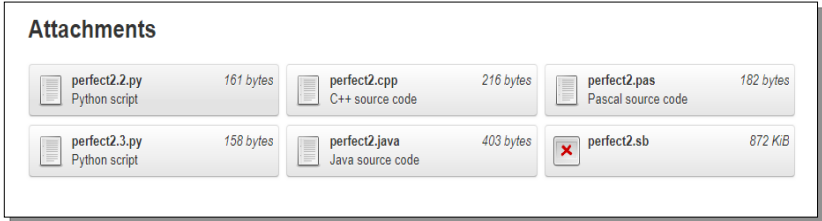
1. This paper is for ALL Round 2 candidates. They will see the questions and submit programs on the Saco-evaluator.
2. Any attempt to access any other website or source of information will disqualify you.
3. Log on using the username and password given to you by your teacher.
4. There are 100 marks in total. The marks are allocated as follows: Question 1 is worth 15 marks, Question 2 is worth 22 marks, Question 3 is worth 28 marks, and Question 4 is worth 35 marks. The number of test cases for each question is hidden, although the marks for each test case will be evenly distributed across the mark allocation.
5. You will have two hours (120 minutes) to complete all 4 questions.
6. For each question, your score will be the highest score obtained across all your submissions for that question. You will only be permitted to submit at most 25 submissions for each question.
7. You may assume that the user input will satisfy the problem specification and so you do not need to validate the input.
8. You may use the Communication pane (top left) but note that responses may be delayed.
9. You should not write code to produce only specific answers, as the judges will use other test cases.
10. Do not wait until the last few minutes to submit your programs.
11. After 120 minutes, or at 6:30 PM, whatever comes first, the server will end your participation. Should you finish before the time, check that you have answered all the questions.
12. Scores per question will be sent to your school after 21 August.

For either English or Afrikaans go to https://saco-evaluator.org.za/cms/sapo2019round2

Login and Participating Instructions	Illustration Guide
Logging in for Round 2 1. Log on using the username and password given to you by your teacher and click '**Login**' (see **Figure 1**) 2. After logging in **verify** that the full name given on the bar in the top right hand corner is correct. 3. Make sure you familiarise yourself with the "**Rules & Instructions**" given on the left pane, before you start the contest. 4. Once you are ready to begin, click on "**Start**". This will then start your 2 hour contest time frame.	**Figure 1**
Questions: 1. After starting the contest, you will see the questions on the left pane below "Communications" (e.g. see **Figure 2**). 2. Click on "**Statement**", below the first question that you wish to answer. Then click on either "Statement in English" or "Statement in Afrikaans", depending on which language you wish to use.	**Figure 2**

3. Python, Java, Pascal (for Delphi users), and C++ templates are attached to each statement to use for you to code your solutions (see **Figure 3**).	**Figure 3** **Attachments** perfect2.2.py — Python script — 161 bytes perfect2.cpp — C++ source code — 216 bytes perfect2.pas — Pascal source code — 182 bytes perfect2.3.py — Python script — 158 bytes perfect2.java — Java source code — 403 bytes perfect2.sb — 872 KiB

Coding and Submitting Solutions

1. Download the given template for your language: Python, Java, Pascal (for Delphi users), or C++
(The template already handles the input and output - all you do is enter the code).

2. Code a solution (you may work through the examples).

3. Save all your completed programs in an accessible folder to access for submission.

4. Select 'Submissions' (left pane), click on 'Browse' (or 'Choose File') and select your program, choose the correct file format (i.e. Python, Java, Pascal (for Delphi users), or C++) then click submit. (see **Figure 4**). Do this for each question.

Figure 4

Submit a solution

maths: [Browse...]

C++11 / g++

[Submit] [Reset]

5. The *compiler* will indicate whether your code compiles (if not, you can click 'details')

6. The evaluator will only give full feedback for the two or three **example test cases** given in the task statement. Subtask 2 will include all further test cases, but **feedback** for these test cases will **not be provided** during the contest (see **Figure 5** & Evaluator System User Guide, p. 11-12).

7. You can ask a question or make a comment by using 'Communication' on the left pane.

8. Documentation (see left pane) is available for each of the four contest languages.

The Evaluation System User Guide is available here: Evaluator System User Guide

Figure 5

Total score:
N/A

Submit a solution

pathhall: [Choose File] No file chosen

C++11 / g++

[Submit] [Reset]

Previous submissions

Time	Status		Score	Files
11:09:06 PM	Evaluated	details	N/A	Download
11:07:47 PM	Compilation failed	details	N/A	Download