



UIUC ICPC Spring Coding Contest

Saturday, April 13th, 2019

Contest Overview

DO NOT turn this page until instructed to do so. Contest runs from 12pm to 5pm.

There are 11 problems in total, not ordered from easiest to hardest. However, the problems are weighted the same regardless of difficulty, so find easy problems and solve them first!

Teams are ranked by the number of problems they solve; ties are broken by cumulated time penalty.

Each team will be assigned one EWS workstation to work on, so your team members cannot code simultaneously. Allocate your time wisely! When one person is coding, others can solve problems on paper, or look at some code on the other screen. (Sorry but no printing service is provided)

Online judge: login to <http://domjudge2.cs.illinois.edu/team/> with credentials sent to your email.

Allowed digital reference materials are linked at <http://icpc.cs.illinois.edu/scc.html>. All other digital materials (Google, Stack Overflow, etc.) are strictly forbidden. Any physical materials (books, notes, printed code, etc.) are allowed.

If you have any questions, please raise your hand. Our officers will be there to help you.

DO NOT turn this page until instructed to do so