TeamsCode Programming Problems Directions

How to solve and test programming problem questions

Structure

The TeamsCode programming problems consist of the following:

1. Input file name
2. Problem description
3. Input description
4. Output description
5. Sample input
6. Sample output

For the simplest problems, no sample input is given and you must only output the desired string. However, as the problems become more difficult, the inputs will become more difficult and test more **edge cases** - therefore, it is crucial that you read the problem description closely.

Testing your Solution

Important Update: As of October 2018, we have created *LaunchTestRun*, an online webapp that allows users to submit and test their solutions! While we still use the below method for our programming contests, we recommend that you use our new program.

On the [TeamsCode Programming Practice](#) page, you must download the [zip file](#) containing the sample input/output, judge input/output, and entire problem set. This will allow you to test your answer quickly with both the sample and judge input/output sets.

To do so, move the folder to an easily accessible place on your computer. Then, use the complete file path to access the input files (if you are stumped on how to access these files, [go here](#)). Once you verify that you print the correct solution, try your program against the judge input.

Depending on your experience, you may be interested in writing a program that can evaluate if your answer matches your output. This will allow you to test your program

without actually looking at the judge answer, thus better simulating a real TeamsCode competition.

If you have any questions, please contact us at learn@teamscode.com.