Manual Submission Manager

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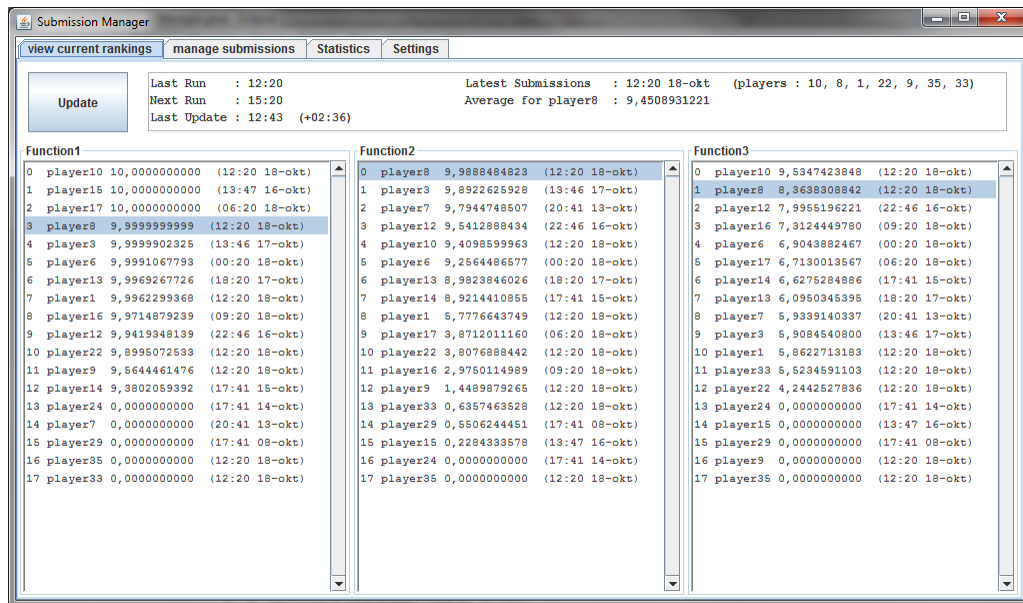
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The submission manager

The submission manager is a tool which can be used to easily view current rankings, submit your submission to the server, maintain a submission log and view statistics of your team and other teams. When using it for the first time it is important to set the account details in order for the submission manager to log into the vu-server and submit by just pressing the button. This can be done in the settings panel. It is best to restart the submission manager after supplying the details.

Rank Panel

The submission manager starts up with the rank Panel visible. The scores are automatically retrieved when starting up, but can also be refreshed by pressing the 'Update' button. By selecting a player in a rankings list, it will automatically select the same player in the other functions so it's easy to see where you are ranked in all functions.

Figure 1: Rankings as of 18 oktober 13:20

Technical details: it logs in on the vu-server *kits.few.vu.nl* using the supplied vunet-id and password[1]. Once the login is successful it will execute the command "curl http://130.37.30.88:8080/EC2012/rankings.html" to retrieve the html of the rankings-page. The submission manager will then extract the viable information and shows it as in the figure above.

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[1]The ssh-capabilities are used from the jsch library: *http://www.jcraft.com/jsch/*

Submission Panel

Within the submission panel it is possible to upload the *submission.jar* from outside of the vu. It is also possible to let the SubmissionManager create a jar-file from a set of classfiles. This can be done by taking the following steps:

1. Make sure that the player-password and class-path is set correctly in the settings panel. (The classpath should point to a folder containing the class files of your code, for eclipse projects these can be found in <project name>/bin).

2. Press the 'makeJar' button to create the jar file

3. Test the jar file by using the 'test sub' button (it will use the arguments you supplied in the text field on the left of this button). The results will be displayed in the tiny-console on the right.

4. Press the 'Submit' button to submit the jar, and check if the submission is successful(will show more details in the tiny-console on the right). There is a small chance that the submission is unsuccessful, so try again if it doesn't work the first time.

You will be able to maintain a submission log to keep track of parameter settings or other changes you made. To create a new submission press 'new Submission' and write down the parameter setting in the textArea on the right and press 'save' to save your changes (Note: it currently does not warn you when you quit with unsaved changed, so don't forget to save!). It must be mentioned that in order for the submissionLog to work some key-words are used, so do not remove or use the following words:

Test   This is used at the beginning of each submission, followed by 20 characters which are reserved for the date (so don't remove this! The date will be set automatically to the 'next run' when creating a new submission)

Score   For each submission the scores will also be added, the program will look for this keyword in order to find the scores, so do not remove or alter this. The scores will be automatically added when the results are in.
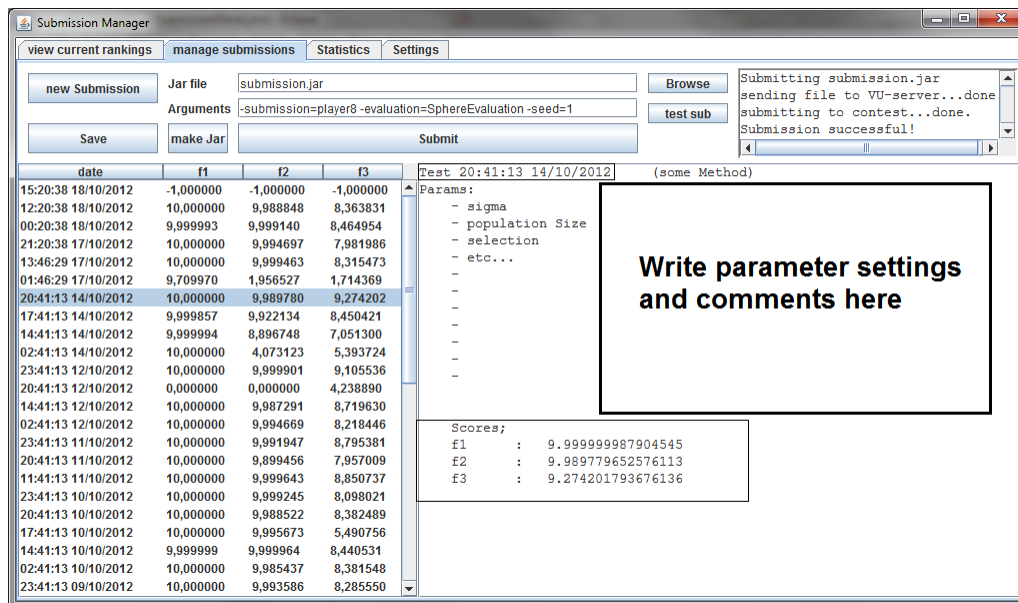

Figure 2: Example of the submission log

Technical details: For submitting a file, it will first transfer the submission.jar using scp[1] to the vu-server. Once completed it will log in to the vu-server and open a lynx command-line browser. The fields are filled and the submission is completed through lynx.

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[1]The ability to use scp is also found in the jsch library: *http://www.jcraft.com/jsch/*

Statistics Panel

This panel allows you to view your teams progress and compare it to other teams. By pressing one of the player buttons on the left you can view the progress of that player for all functions. By pressing the function buttons on the top-left you can compare the results for all players on that function. Or you can select a function individually and compare it with others. Use the 'clear' button on the very top-left to clear the graph. It is possible to zoom in by clicking or dragging the slider on top of the graph, and clicking on a line will display more details (this can be dragged as well).
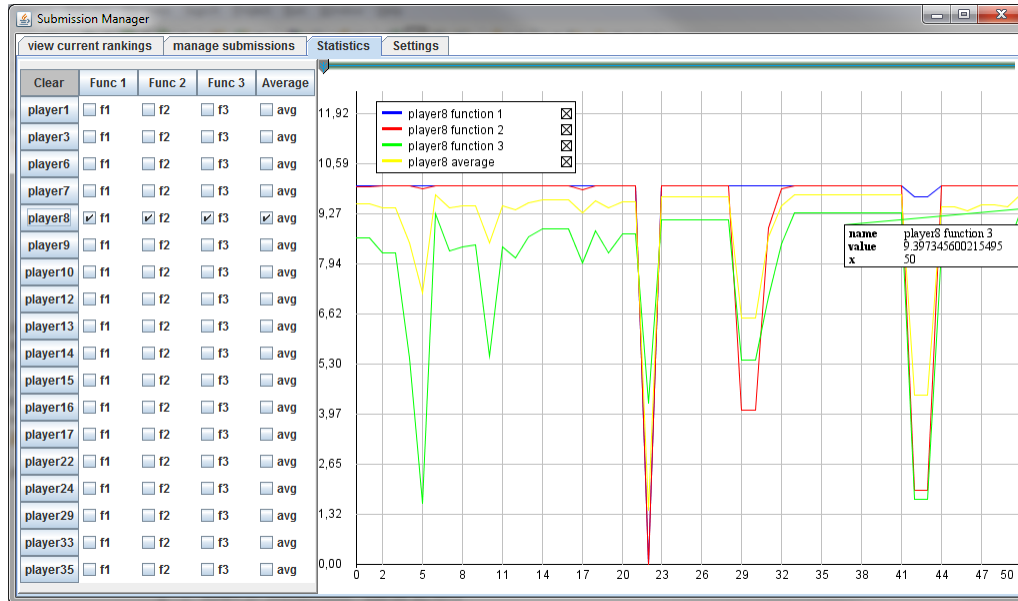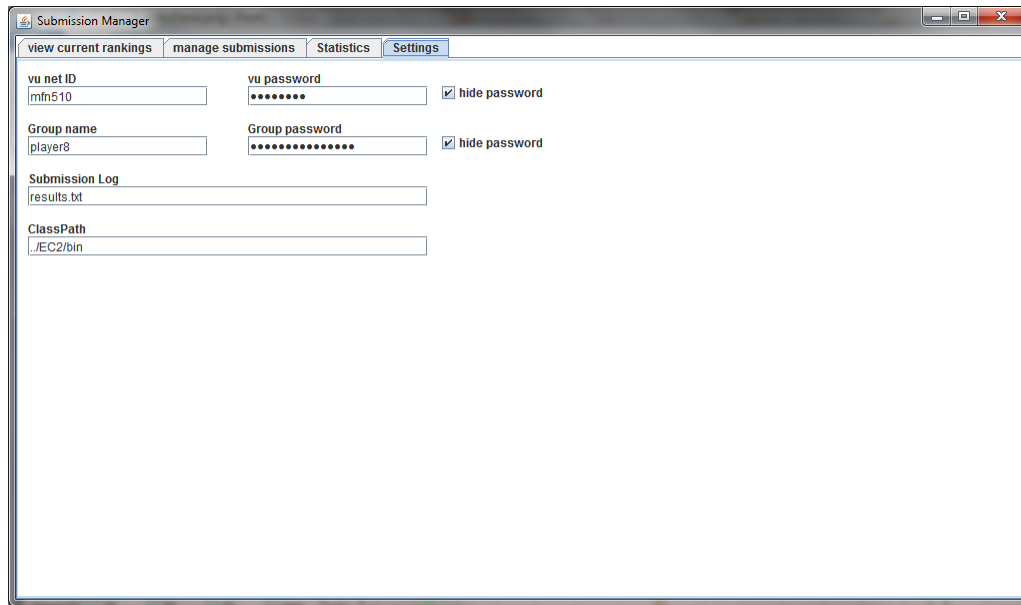

Figure 3: Progress for player8

The history is updated each time you open the submission manager (when a new run is completed on the server) and is automatically stored on exit.

Settings Panel

Here is the place where you can change most of the settings. In order to login to a vu-server it is necessary to supply the vunet-id and password. The classPath is the folder which contains the compiled .class files of your application.

Figure 4: Example settings