

# New Zealand Programming Contest 2024

## TEAMS

There were 88 teams who made at least 1 submission.

School	Tertiary Junior	Tertiary Int	Tertiary Open	Open
56	3	4	17	8

The contest started life to help prepare tertiary students for the ICPC. It has developed into a popular contest for school teams, some of which outperform their tertiary rivals.

## PROBLEMS

		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
School	Solved	48	18	33	26	39	16	31	4	10	13	3	0	8	0	0	0
	Errors	86	130	13	30	79	96	31	47	20	38	40	2	79	6	6	47
	Attempts	134	148	46	56	118	112	62	51	30	51	43	2	87	6	6	47
Tertiary Junior	Solved	1	0	0	0	2	1	2	1	2	1	1	0	1	0	0	0
	Errors	0	0	0	0	1	0	0	3	4	0	3	1	0	6	0	0
	Attempts	1	0	0	0	3	1	2	4	6	1	4	1	1	6	0	0
Tertiary Int	Solved	3	3	3	3	3	1	3	0	3	2	1	0	3	0	0	0
	Errors	4	2	0	1	1	9	0	14	3	4	6	2	0	1	0	0
	Attempts	7	6	0	3	3	9	0	0	9	8	6	0	0	0	0	0
Tertiary Open	Solved	15	12	15	13	15	9	13	6	7	8	6	1	5	1	0	0
	Errors	17	21	4	17	11	31	12	31	7	8	6	1	31	6	5	5
	Attempts	32	33	19	30	26	40	25	37	14	16	12	2	36	7	5	5
Open	Solved	7	3	5	5	7	4	5	2	3	3	3	2	3	2	0	0
	Errors	4	6	0	3	2	20	3	0	3	4	6	2	4	7	6	0
	Attempts	11	9	5	8	9	24	8	2	6	7	9	4	7	9	6	0
TOTAL	Solved	74	36	56	47	66	31	54	13	25	27	14	3	20	3	0	0
	Errors	111	159	17	51	94	156	46	95	37	54	61	8	114	26	17	52
	Attempts	185	195	73	98	160	187	100	108	62	81	75	11	134	29	17	52
% Solved		40.0%	18.5%	76.7%	48.0%	41.3%	16.6%	54.0%	12.0%	40.3%	33.3%	18.7%	27.3%	14.9%	10.3%	0.0%	0.0%

O and P were not solved, L and N had only 3 solutions each. A and E had the most solutions, C had the highest % of successful submissions. H had fewer solutions than 4 of the harder problems!

## LANGUAGES

The 1691 submissions used only 4 different languages, with Python 3 again being the most popular. Its percentage of the total submissions, 96%, was even greater than last year.

Python 3	C++	Java	Rust
1635	52	2	2

## RESULTS

Once again, the most frequent result was `WRONG_ANSWER`, over half the submissions, with `CORRECT` quite a way behind. The table includes 12 submissions that were submitted after the contest ended, none of which would have been correct.

<b>CORRECT</b>	<b>WRONG ANSWER</b>	<b>TIME LIMIT</b>	<b>RUN ERROR</b>	<b>NO OUTPUT</b>	<b>COMPILER ERROR</b>
495	927	82	153	9	24

## CLARIFICATIONS

No clarifications lead to teams being notified of a mistake or genuine ambiguity. Despite the Welcome video explaining how a solution can pass the sample data tests but still fail, several clarification requests were once again asking why their code “worked” but DOMjudge said Wrong-Answer.