**PSCE: Problem Solving Contest Environment**

# Abstract:

PSCE is a dynamic distributed real-time system designed to manage and control programming contests in a variety of computing environments. It is designed to manage and control programming contests in a variety of computing environments. It includes support to a variety of programming languages. The system is designed to allow teams to use any language development tool which can be invoked from a command line and generates an executable file. It is automatically timestamps and archive submitted code. PSCE supports two types of judging. The first type is automated (or computer) judging and second type are manual (or human) judging. These two types used independently or in conjunction with each other. It allows students (contestants) to submit programs over the same network to contest judges. The judges can recompile the submitted program, execute it, view the source code and/or execution results, and send a response back to the team. The judge also can retrieve and re-execute archived runs. It also provides a mechanism for students to submit clarification requests and queries to the judge, and for the judge to reply to queries and to issue broadcast to students. It can also detect plagiarism and exclude students who are cheating.

**Tools:-**

Java**,** JSP, FXML, MySQL, HTML**,** CSS, JavaScript (MathJax), Tex,

**Team Work:-**

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