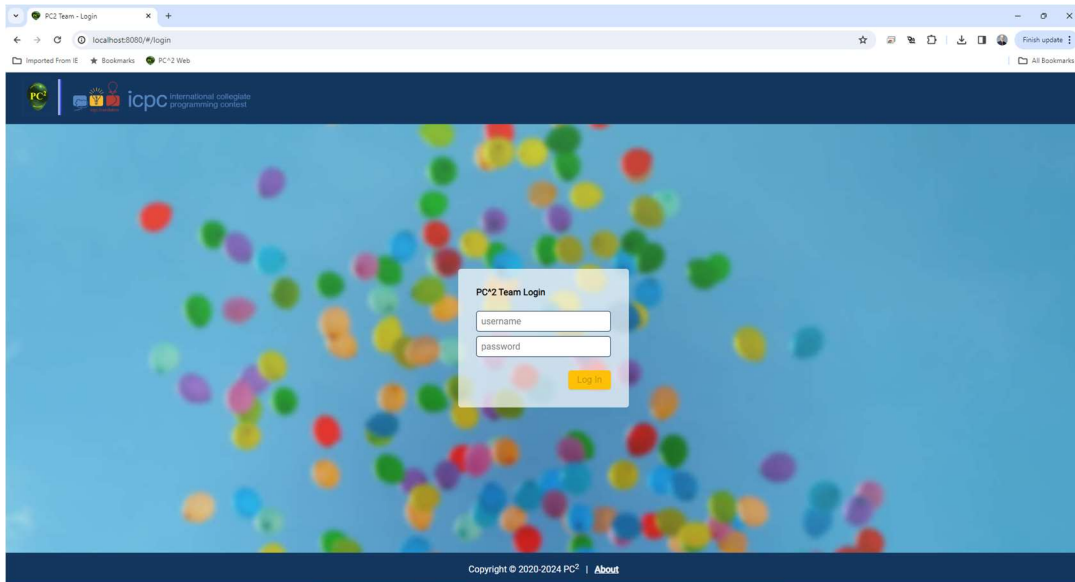


# Introduction

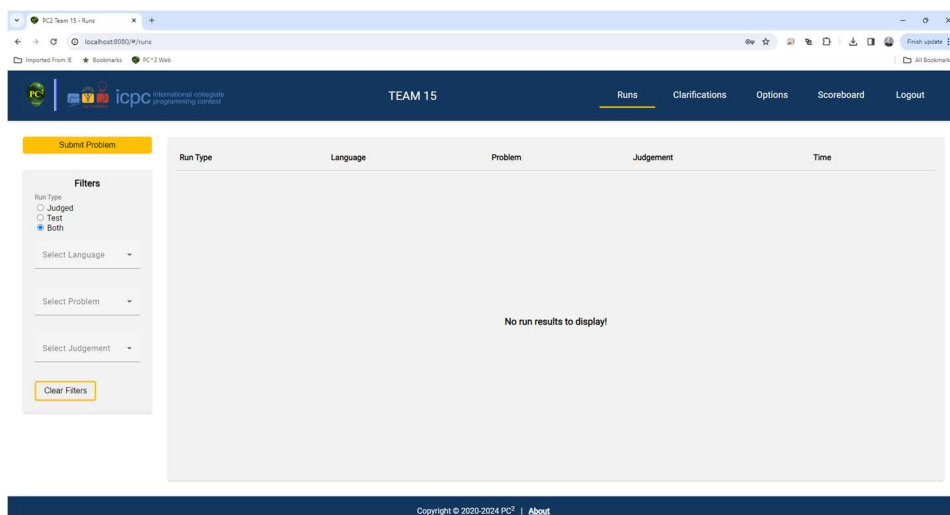
To connect to PC<sup>2</sup> using a browser, enter the URL of the PC<sup>2</sup> *Web Team Interface* (WTI) into the address bar of your browser (the correct URL information can be obtained from the Contest Director). When connected to the PC<sup>2</sup> WTI, the following *Login* screen will appear:



To login to PC<sup>2</sup>:

- Click on the **Username** box and enter your assigned team ID.
  - Your team ID will be of the form teamXX, where XX is your assigned team number. For example: “team2” or “team15”
- Click on the **Password** box and enter your assigned password.
- Click on the **Login** button.

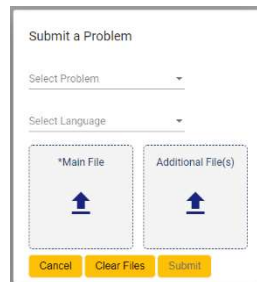
Successfully logging in will display the following screen (called the **Runs** screen):





# Submitting a Problem for Judging

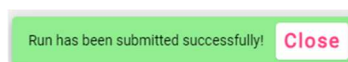
To submit a problem to be judged:

- Click on the **Runs** tab at the top right on the page (if not already on the **Runs** page).
- Click on the **Submit Problem** button in the upper left hand corner of the **Runs** page. A pop-up with the title “Submit a Problem” will display, as shown:

The screenshot shows a web form titled "Submit a Problem". It contains two dropdown menus: "Select Problem" and "Select Language". Below these are two file selection boxes: "\*Main File" and "Additional File(s)". Each box contains a blue upward-pointing arrow icon. At the bottom of the form are three buttons: "Cancel", "Clear Files", and "Submit".

- Select the problem for which you are submitting a solution from the drop down list titled **Select Problem**.
- Select the language that the solution you are submitting uses from the drop down list titled **Select Language**.
- Select the main file that contains your solution. To do this, click on the  symbol in the box titled **Main File**. This will display a file dialog which will allow you to locate and select your main file. Select only source code files for submission (do not submit data files or executable files).
- If additional source code files are needed for your solution, you can click on the  in the box titled **Additional File(s)**. This will display another file dialog which will allow you to locate and select your additional file(s).
- To remove the currently-selected files from the **Main File** and **Additional File(s)** list, click the **Clear Files** button.
- Once you have made the desired selections, click the **Submit** button to submit your solution to be judged. Note: your submission must include at least a selected problem, a selected language, and a selected main file. The **Submit** button will be disabled until these items have all been selected.
- If you decide that you do not want to submit your solution at this time, click the **Cancel** button to be returned to the Runs screen.

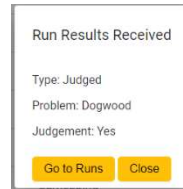
When a submission has been successfully received by the PC<sup>2</sup> system, a Submission Confirmation message like the following will be displayed:



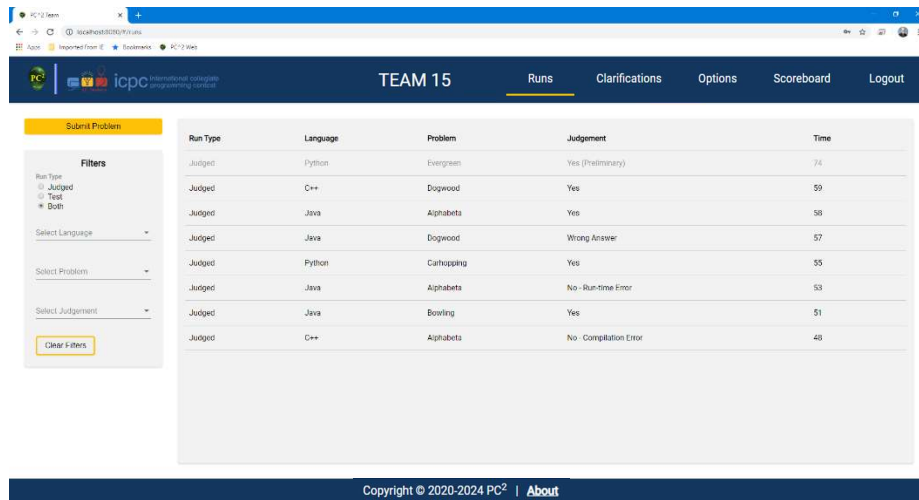
Click the Close button to dismiss the message.

# Viewing Submission Results

When a submission has been judged, the team will receive a “pop-up notification”<sup>1</sup> such as the following:



To view the status of *all* submissions for your team, click on the **Runs** tab at the top right side of the page. This will display the **Runs** page, which will look something like the following:



- The **Runs** page contains a table that displays all submissions. Submission information includes the **Run Type** (currently, the only supported type is **Judged**), the **Language** the solution was done in, the **Problem** the solution was submitted for, the **Judgement** received for the submission, and the **Time** the run was submitted. If the judgement is *Preliminary* (see below) it will be labeled as such in the table.
- There are four **filters** that can be used to filter (limit) the submissions being displayed in the **Runs** table: *Run Type*, *Language*, *Problem*, and *Judgement*.
  - Filtering by **Run Type**:
    - If you want to view *only runs submitted for judging*, click on the **Judged** radio button under the run type filter heading.
    - If you want to view *only runs submitted for testing*, click on the **Test** radio button under the run type filter heading. (Note: in the current WTI implementation only **Judged** run submissions are supported; therefore if the **Test** Run Type is selected then no submissions will be displayed.)
    - By default (if no run type filter is chosen) or if the **Both** radio button is clicked, all run types will be displayed.
  - Filtering by **Language**:
    - If you want to filter runs to view *only runs submitted for a single language*, click on the **Select Language** drop down list. Select the language you want to filter by.

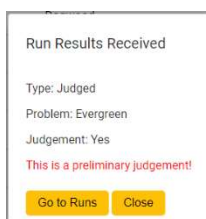
<sup>1</sup> Pop-ups like this can be disabled if desired; see **Options** below.

- Filtering by **Problem**:
  - If you want to filter runs to view *only runs submitted for a single problem*, click on the **Select Problem** drop down list. Select the problem you want to filter by.
- Filtering by **Judgement**:
  - If you want to filter runs to view *only runs submitted for a single judgement*, click on the **Select Judgement** drop down list. Select the judgement you want to filter by.
- Filters can be used in combination. To clear all filter selections, click the **Clear Filters** button.

- Preliminary Judgements:

The Contest Director may choose to configure PC<sup>2</sup> to judge problems either automatically (“by computer”, a process called *AutoJudging*), or manually (by human judges), or both.

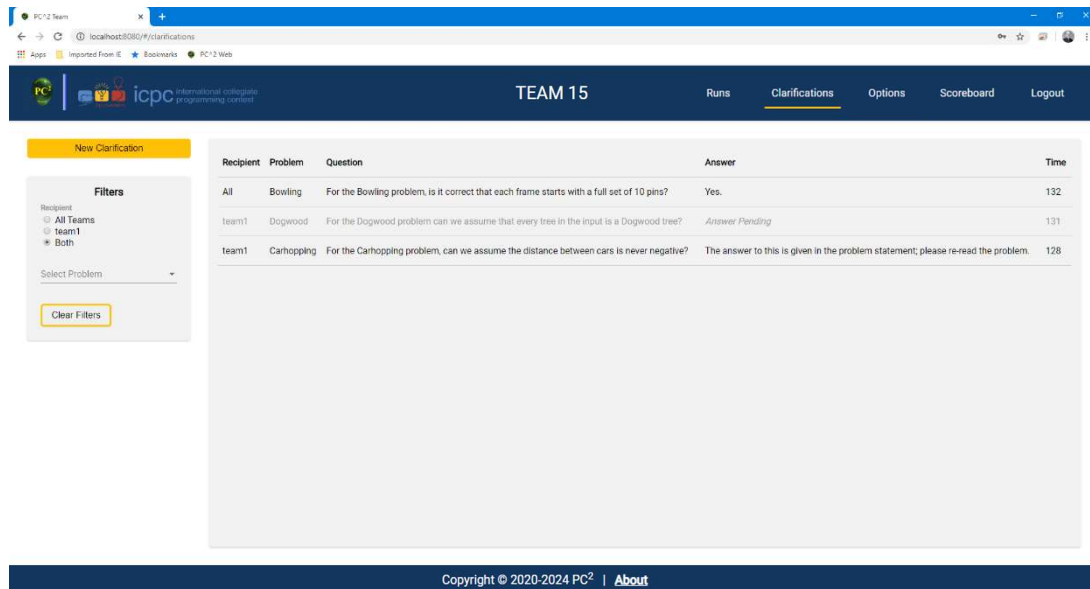
If a problem is being judged both manually *and* using AutoJudging, the system will return the AutoJudging result to the team as soon as it is finished. This judgement is termed a *Preliminary Judgement* and will be so-labeled in the **Runs** table (see above). The Run Result pop-up notification for Preliminary Judgements (if not disabled) will display an appropriate “Preliminary Judgement” notice in red font, as shown below:



When the judges manually check the submission result and choose a final judgement, the team will receive another notification of the Final Judgement.

# Clarifications

To request a clarification on a problem, click on the **Clarifications** tab at the top right of the page. This will display the **Clarifications** page, which will look something like this:



The Clarifications page displays all clarification requests previously submitted by your team. It also displays clarifications that the judges have chosen to send to all teams. If a clarification request has been answered, the answer also appears in the Clarifications table.

To request a **new** clarification, click on the **New Clarification** button in the upper left hand corner of the **Clarifications** page. A pop-up will display with the title “Submit a Clarification”, as shown:

The 'Submit a Clarification' pop-up form contains a 'Select Problem' dropdown menu, a text input field labeled 'Enter Clarification...', and 'Cancel' and 'Submit' buttons at the bottom.

- Select the problem for which you are submitting a clarification request using the **Select Problem** drop down list.
- Enter your clarification request into the text box. Only plain text is allowed.
- Click the **Submit** button. A clarification must have a problem selected and text entered into the text box in order to be submitted.

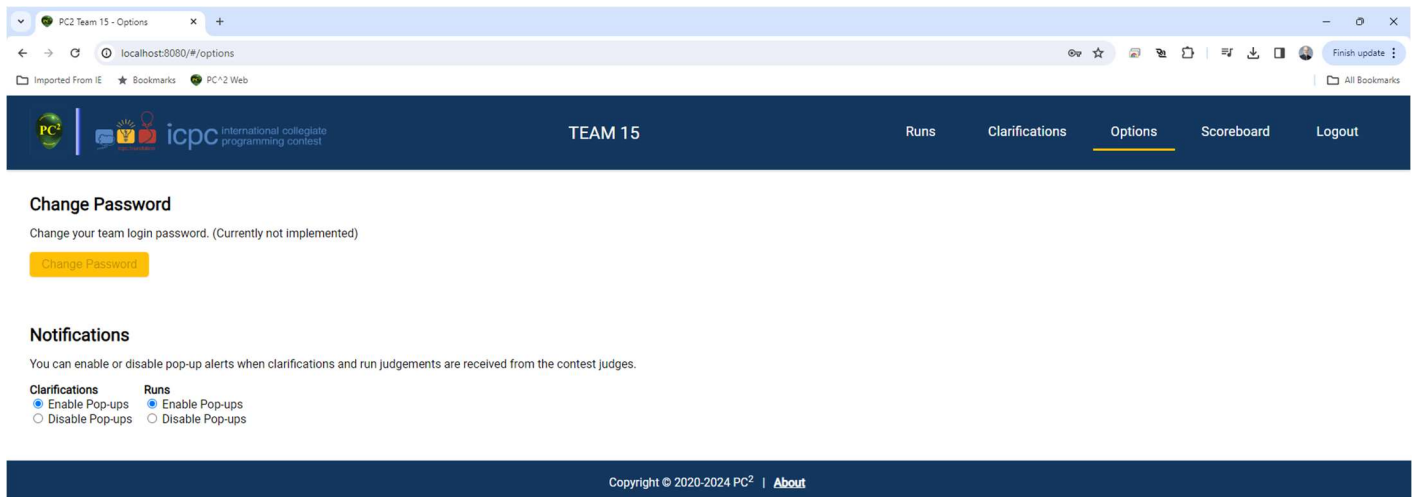
*Please note that while the contest judges will consider requests for clarification of ambiguities in a problem statement, they will not normally respond to other types of questions. If you submit a clarification which asks about something that the judges feel is adequately covered in the problem statement, they may simply respond to your clarification with an answer such as “No response; Read the problem statement”.*

- There are two **filters** that can be used to filter (limit) the clarifications being displayed in the clarifications table: *recipient and problem*.
  - Filtering by **Recipient**:
    - If you want to filter clarifications to view *only clarifications intended for All Teams*, click on the **All Teams** radio button under the recipient filter heading.
    - If you want to filter clarifications to view *only clarifications intended for only your team*, click on the radio button **labeled with your team name** under the recipient filter heading.
    - By default (if no recipient type filter is chosen) or if the **Both** radio button is clicked, all recipient types will be displayed.
  - Filtering by **Problem**:
    - If you want to filter clarifications to view *only clarifications submitted for a single problem*, click on the **Select Problem** drop down list. Select the problem you want to filter by.

## Options

There are two WTI configuration options: changing your team login password and enabling/disabling certain pop-ups. *These options are at the discretion of the contest administrator, and may or may not be available for your contest.*

To select from available options, click on the **Options** tab at the top right side of the page. This will display the **Options** page, shown below:



To change your team login password:

- Click on the **Change Password** button located on the left side of the options screen.
- A pop-up will display with the title Change Password.
- Click on the **Current Password** box and enter your current team password.
- Click on the **New Password** box and enter the new password you want for your team login credentials.
- Click on the **Re-enter New Password** box and enter the new password you want again.

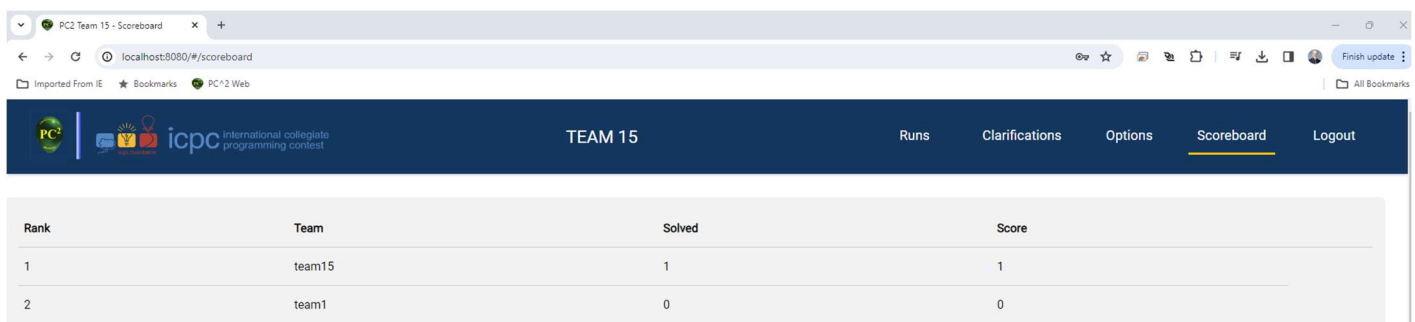
- Click on the **Submit** button.
- If you do not want to change your password, click the **Cancel** button to be returned to the options screen.

To enable/disable certain pop-ups:

- To enable pop-ups, click on the **Enable Pop-ups** radio button.
- To disable pop-ups, click on the **Disable Pop-ups** radio button.

## Scoreboard

To see the current contest scoreboard (standings), click on the **Scoreboard** tab at the top right side of the page:



Rank	Team	Solved	Score
1	team15	1	1
2	team1	0	0

## Logging Out

To logout from PC<sup>2</sup>, click the **Logout** tab at the top right side of the page. This will return you to the **Login** page.

## About Information

To view information about PC<sup>2</sup>, click on the **About** link available at the bottom of any page. A pop-up will be displayed with information about PC<sup>2</sup> and its creators, similar to the following:



To exit, click the **Close** button in the lower left hand corner of the pop-up. You will be returned to the page you were on prior to clicking the **About** link.