

# MIT Programming Contest

## Introduction Round Logistics

September 8, 2019

In this 3-hour contest, you will be presented with 7 programming problems. Your goal is to solve as many tasks as you can by writing a correct and efficient (enough) C/C++/Java program for each.

## 1 Pre-contest Setup

Before the contest starts, you need to register for the contest:

```
add slobo
touch /mit/slobo/acm/roster/$USER
```

Then create (a symbolic link to) your submission directory:

```
ln -s /mit/slobo/acm/submit/$USER submit
```

You will submit programs later by copying files into the `submit` directory you just created.

Optional: if you want your name to be visible on the scoreboard, you may copy a file called `name` with your name in it into your submission directory.

## 2 About the problems

When the contest starts, you will be given a set of programming problems to solve. You should write your solution in C, C++, or Java, compile it, *test* it, and then submit it. (Repeat if necessary.)

Every program you write should read all input from standard input and write all output to standard output. Your output should have no extra blanks, lines, or characters unless otherwise stated by the problem. Do not attempt to open files, open network ports, do any other type of sketchy stuff, or risk disqualification. **Make sure your program terminates with exit code of 0.**

A program is correct if it meets the following criteria:

- outputs the correct answer
- terminates normally (with an exit code of 0) within 2 seconds
- uses at most 1024 MB of memory

## 3 Compilation

We will use the following compile line to compile your program; you might want to use the same line when you do your test runs to make sure that your program does not fail because of compiler incompatibilities.

To compile your C/C++ program for problem N (`-lm` is to link with the standard math library):

```
gcc -o <probN> <probN>.c -lm          # C
g++ -o <probN> <probN>.cc             # C++
```

For Java, you must first type `add java`, which allows you to use Java. Then to compile and run:

```
/mit/java/current/bin/javac <probN>.java # Compile
/mit/java/current/bin/java <probN>      # Run
```

## 4 Questions

If you have a question get my attention.

## 5 Submission

When you are confident that your program is correct, copy your source code (*not* your executable!) into the `submit` directory you set up before the contest.

For example, to submit your C solution of problem 1, type:

```
cp prob1.c submit
```

When our grading system is ready to grade your source code, it will move the source code out of the `submit` directory. You can check if your program is being graded by checking that your program has been removed from `submit`. After a while, you should get e-mail about the fate of your program. Do not wait for the e-mail: keep on working.

## 6 Scoring

Your score for the contest is exactly the number of problems you solved correctly. If two people solve the same number of problems, we use time as a tie-breaker. Your *time* on a problem that you solved is the time from the beginning of the contest until your correct submission<sup>1</sup> plus an additional 20-minute penalty for every incorrect submission you made. Your total time is simply the sum of the times of the individual problems you solved.

For example, suppose you made the following submissions:

<sup>1</sup>Please don't submit programs for problems you have already solved correctly.

0:10 problem 1 (incorrect)

0:30 problem 3 (correct)

0:35 problem 2 (incorrect)

0:45 problem 1 (correct)

Then your total time is  $30 + (45 + 20) = 95$  minutes. Note that no penalty will be charged if you submit an incorrect program and never get it right later (problem 2).

## 7 Regulations

In this contest, you are expected to work on your own with no collaboration with anyone else. You can consult language reference manuals that you bring with you into the contest and online man pages. You are not allowed to use any form of e-mail, online source code or machine-readable code: everything you submit you must type in yourself during the contest. You can use whatever text editor you find on the machine (vi, emacs, cat, etc.). Of course, you may use your own pens, pencils, and paper. Have fun!

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