

Programming Contest Control System

Contestant's Guide: Web Interface

This guide is intended to explain the various components of the Programming Contest Control System (PC²) interface. Once teams navigate to the PC² web interface through a supported browser of their choosing (Firefox, Chrome, or Safari), they will be presented with the login screen. Internet Explorer is not supported.

Logging in



Welcome to PC²!

LOGIN

Username:

Password:

Submit Clear

Scoreboard

ABOUT

PC² is the *Programming Contest Control System* developed at [California State University, Sacramento \(CSUS\)](#) in support of Computer Programming Contest activities of the ACM, and in particular the ACM International Collegiate Programming Contest (ICPC) and its Regional Contests around the world.

This web interface was created by [Eastern Washington University's PC² Senior Project team](#) and is still actively being worked on and improved.

 **acm** International Collegiate Programming Contest  **IBM** event sponsor  **SACRAMENTO STATE** Redefine the Possible  **EASTERN WASHINGTON UNIVERSITY** start something big

Login credentials will be provided by the contest administrator. To login to PC², click once on the Username box on the login screen, enter your assigned team ID, press the TAB key or click on the Password box, then enter your assigned password. Your team ID will be of the form teamXX, where XX is your assigned team number (for example, “team3” or “team12”). After entering your team name and password, click on the Submit button to enter the team interface. Contest observers may view the scoreboard by clicking the Scoreboard button.

Submitting Solutions

Once logged in, users may begin interacting with the contest. To submit a problem solution, you will use the “SUBMIT RUN” panel. Select the problem that you are attempting to solve, the programming language that your solution is written in, and the source file of your solution. Finally, click the submit button to send your solution to the PC² judge.

SUBMIT RUN
Problem:
Choose a problem ▼
Language:
Choose a language ▼
Main File:
Choose File No file chosen
Submit Problem

Viewing Submissions

To view previously submitted runs, navigate to the “VIEW RUNS” tab. Runs will be listed in order of submission time with the most recent being on top. If a submitted run is not listed, click the refresh button in the top right corner of the team interface. Once a submission is judged, the status will be updated accordingly.

VIEW RUNS	VIEW CLARIFICATIONS	SCOREBOARD	LOGOUT		
All submitted runs by your team:				Refresh	
Site	Run ID	Problem	Language	Time	Status
1	6	p2	Java	48	Pending...
1	5	p1	Java	48	Yes

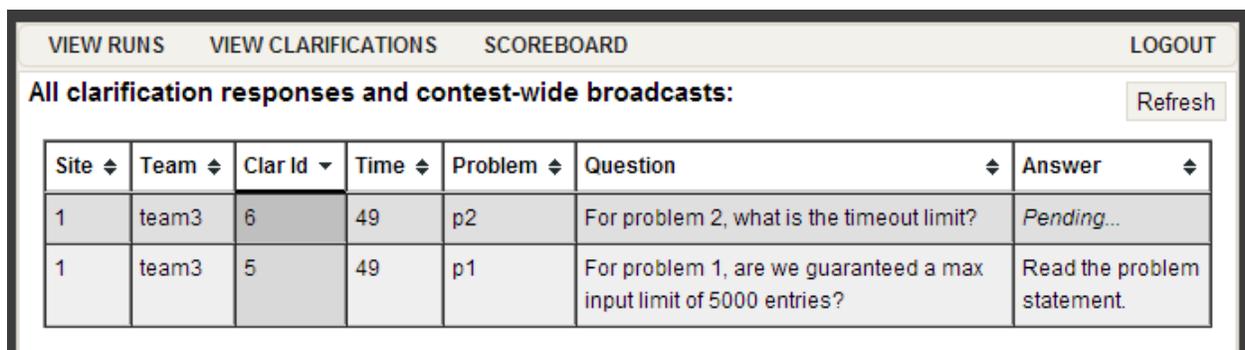
Submitting a Clarification

If there is a discrepancy in a problem's description teams may send a clarification to the judges. To send a clarification, use the "SUBMIT CLARIFICATION" panel. You should then select the problem that you are referring to, along with a question about the problem. Click submit clarification to send the message to the judges.



The screenshot shows a web interface for submitting a clarification. At the top, there is a title bar that says "SUBMIT CLARIFICATION". Below this, the word "Problem:" is displayed. Underneath is a dropdown menu with the text "Choose a problem" and a small downward arrow. Below the dropdown is a large, empty rectangular text input area. At the bottom of the panel, there is a button labeled "Submit Clarification".

Similar to viewing runs, teams may view clarifications in the "VIEW CLARIFICATIONS" tab. If a submitted clarification does not appear in the list, click the refresh button in the top right corner of the team interface. Judges' responses will be listed in the Answer column once the clarification has been judged.



The screenshot shows a web interface for viewing clarifications. At the top, there are three tabs: "VIEW RUNS", "VIEW CLARIFICATIONS", and "SCOREBOARD". On the far right, there is a "LOGOUT" link. Below the tabs, the text "All clarification responses and contest-wide broadcasts:" is displayed, followed by a "Refresh" button. Below this is a table with the following data:

Site	Team	Clar Id	Time	Problem	Question	Answer
1	team3	6	49	p2	For problem 2, what is the timeout limit?	Pending...
1	team3	5	49	p1	For problem 1, are we guaranteed a max input limit of 5000 entries?	Read the problem statement.

Viewing the Scoreboard

To view the current rank of each team in the contest, navigate to the "SCOREBOARD" tab. To get a live version of the scoreboard teams should click the refresh button. Green cells indicate a correct submission, while red indicates an incorrect submission. The numbers listed in the cells are number of attempts followed by the total penalty time for that submission.

VIEW RUNS		VIEW CLARIFICATIONS		SCOREBOARD		LOGOUT					
Ranked Scoreboard for the contest (# of attempts / penalty time):											Refresh
Rank	Team Name	Solved	Time	p1	p2	p3	a	s	d	f	
1	team2	1	46	1/46	1/0	0/0	0/0	0/0	0/0	0/0	
2	team1	0	0	1/0	1/0	0/0	0/0	0/0	0/0	0/0	
2	team3	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team4	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team5	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team6	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team7	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team8	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team9	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	
2	team10	0	0	0/0	0/0	0/0	0/0	0/0	0/0	0/0	

Exiting PC^2

The "LOGOUT" button logs your team out and shuts down PC2 on your machine. This does not affect the status of runs or clarification requests previously submitted, and any Run or Clarification responses sent by the Judges while PC2 is shut down will be viewable in the corresponding grids the next time you login. Note however that the dynamic "instant notification" messages which pop up on your screen to notify you of responses from the Judges will not appear unless you are logged in to PC2.

For further questions, please ask a contest administrator.