

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

The screenshot shows the "Welcome to PC²!" page. On the left, there is a "LOGIN" form with fields for "Username" and "Password", and buttons for "Submit" and "Clear". Below the form is a "Scoreboard" button. On the right, there is an "ABOUT" section containing text about the PC² system, its development by Eastern Washington University, and its support by ACM, IBM, and Sacramento State. At the bottom, there are logos for ACM, IBM, Sacramento State, and Eastern Washington University.

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 PC^A2 judge.

The screenshot shows a "SUBMIT RUN" interface. It includes fields for selecting a problem (dropdown menu), choosing a language (dropdown menu), selecting a main file (button with "Choose File" and "No file chosen" options), and a "Submit Problem" button.

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.

The screenshot shows a "VIEW RUNS" interface with tabs for "VIEW RUNS", "VIEW CLARIFICATIONS", and "SCOREBOARD". It includes a "LOGOUT" link and a "Refresh" button. The main area displays a table of submitted runs:

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 window titled "SUBMIT CLARIFICATION". Inside, there is a section labeled "Problem:" with a dropdown menu labeled "Choose a problem". At the bottom of the window 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.

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.

Ranked Scoreboard for the contest (# of attempts / penalty time):										<input type="button" value="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.