

APICS 2011 Programming Competition

Team Instructions for the Programming Environment

1. Check your handout package to find your team username (team??) and password ("sa" + 2 digits + one letter) for the competition, along with this sheet and a sealed envelope containing a problem set for each team member.
2. When instructed, go to your assigned lab room (SCHW 252 or SCHW 256) and look for your assigned workstation. It will already be booted and ready to go, with a terminal window open and the PC² logon screen active. The Desktop contains the PC² environment files, the data files, and the documentation links. The USB stick contains a copy of the data files.
3. Data files consist of 6 folders named A, B, ..., F which contain the sample input and output files for Problem A, Problem B, ..., Problem F.
4. A login screen for the PC² judging software appears on the screen. This is where you enter your team username (team??) and password. It is very important to note the following:
The terminal window used to start up the PC² software must be left open (and ignored), and to be safe you should probably minimize it (though it can be restarted if you should inadvertently close it); you must use a different terminal window in which to do your program development.
5. If you happen to close your PC² window, give the following three commands in a terminal window:
\$ cd
\$ cd Desktop/pc2
\$ bin/pc2team
6. Once you have logged into PC², you will see a screen with five tabs. The first four are reasonably self-explanatory (**Submit Run, View Runs, Request Clarification, and View Clarifications**). The fifth tab (**Options**) you can safely ignore.
7. The **Submit Run** tab is the most important. When you have a program source code file ready to submit, you first make sure this tab is active. Then you proceed as follows:
 - (a) Choose the problem for which you are submitting
 - (b) Choose the language in which your solution is written.
 - (c) Browse to and select the file to submit and make sure it shows up in the **Main File** window.
 - (d) Since you will always be submitting a single source code file, you need not worry about the **Additional Files** window.
 - (e) When you are ready to submit, click the **Submit** button.

- (f) Check the information in the **Confirm Submission** popup window and if everything is OK, confirm the submission.
 - (g) Make sure you get a **Run Received** popup window indicating your submission has been received by the judges.
8. The judges will evaluate your submission as soon as possible after receiving it, and when they have made a determination you will get a **Run Judgement Received** popup window informing you of the result. The response you get will be one of the following:
- (a) Yes (indicating your submission has been accepted)
 - (b) No Compilation Error
 - (c) No Run-time Error
 - (d) No Time-limit Exceeded (Note: Default time limit is two minutes.)
 - (e) No Wrong Answer
 - (f) No Excessive Output
 - (g) No Output Format Error
 - (h) No Other Contact Staff
9. You may keep track of your own results in the **View Runs** tab, and your competition room will have a "Scoreboard" display of the overall results until about one hour before the competition closes.
10. You may ask for a clarification on a problem, if necessary, via the **Request Clarification** tab, and view your clarifications as well as any that were "broadcast" to the entire group via the **View Clarifications** tab.
11. Once you are familiar with the PC² interface, **remember to open a new terminal window to begin your program development.**
12. You may print up to 30 pages during the competition.

Read this very important note:

To print, issue the command

```
$ lpr filename
```

If you print one of your programs, the first line of the printout must be a comment containing your team number and the last line of the printout must be a line containing your team number. If a runner goes to the printer and finds a printout of source code for which this is not true, that printout will be discarded. The unknown team will not be notified of any missing printouts; but any such printing will count against the relevant team's 30 page maximum.

Optional testing procedure available

Most teams will probably do their testing right in the command window where they are editing. However, there is another option you may want to use just before you submit. On the **Submit Run** tab there is a **Test** button you can click on, then navigate to a sample input file and supply it as input to your program for a test run.