Algorithms for Programming Contests
WS18 - Information Sheet

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This sheet contains the basic information about the practical course "Algorithms for Programming Contests". We strongly advise you to wholly read this manual as it contains important information about how to submit your work as well as the grading.

1 Judge

We use TUMjudge , a fork of the official DOMjudge system that is also used in contests like the GCPC and ICPC. DOMjudge works through a web interface. To access the web interface a login is required.

1.1 Login

The TUMjudge requires you to login prior to submitting work. Your username and password is the same as in the "Rechnerhalle", the login works via the LDAP protocol.

You need to register an account first. To do so, please follow the instructions we provided at the TUMjudge interface. Please try your login AS SOON AS POSSIBLE and contact us via conpra@in.tum.de if you have problems.

Reminder: The "Rechnerhalle" username is the part before the "@" in your `@in.tum.de` email address.

1.2 Submitting Solutions

Solutions can be submitted from the web interface at `http://judge.in.tum.de/conpra/`. Please read all information given there to understand the process of submitting solution to TUMjudge .

1.3 Clarifications

You can communicate with the course instructors via clarifications. These can be found in the right column on your personal page. Both clarification replies from the course instructors and requests sent by you are displayed there.

There is also a button to submit a new clarification request to the course instructors. This request is only visible for the course instructors. Answers that are relevant for everyone will be sent to everyone.

Please send clarification requests instead of e-mails to us in case you have any questions. Also make sure that you check the clarifications regularly as we will post important information there.

2 Grading

Each problem set will contain a number of problems and is to be solved in one week. In most cases there will be two easy, two medium and one hard problem rewarding 4, 6 and 8 points respectively. Only solutions accepted by the TUMjudge will reward full points.

Your final grade will be determined by how many points you earned (the time shown in the score board is irrelevant), as well as an oral exam at the end of the semester. The oral exam will account for 40% of your grade. The (tentative) key for grading the problems is the following:

Percentage	Grade
$\geq 90\%$	1.0
$\geq 85\%$	1.3
$\geq 80\%$	1.7
$\geq 75\%$	2.0
$\geq 70\%$	2.3
$\geq 65\%$	2.7
$\geq 60\%$	3.0
$\geq 55\%$	3.3
$\geq 50\%$	3.7
$\geq 40\%$	4.0

2.1 Incorrect Submissions

If the judge does not accept your solution but you are sure you solved it correctly, use the "request clarification" option. In your request, include:

- the name of the problem (by selecting it in the subject field)

- a verbose description of your approach to solve the problem

- the id of the submission we should judge (click on it and you will find the id in the URL)

We will check your submission and award you half the points if there is only a minor flaw in your code. Please do so BEFORE the submission deadline. We will not grant any points if you send the clarification too late or did not include all information listed above.

3 Submissions

3.1 Programming Languages

You will be allowed to submit solutions in C++ or Java. Solutions have to read all input from "standard in" and write all output to "standard out" (also known as console). You will never have to open (other) files. See TUMjudge for examples as well as compiler versions and all other information you need.

3.2 Code from the Internet

You are allowed to copy code you find on the internet, but you need to cite the correct source, otherwise we will not accept the submission and may apply other penalties.

3.3 Do not Fool the Judge

Do not fool with the system. Do not try to do anything you are obviously not intended to do, for instance opening files, using network connections, hacking our system etc. Submissions with such bevaviour will be killed by the judge and we may remove points from your score or apply other penalties.

Also, do not share code. You are free to discuss algorithms and problems, but do not share solutions or code lines.

Have fun!

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