

Programming Contest Control System

Contestant's Guide

This guide is intended to explain the various components of the Programming Contest Control System (PC^2) interface. Once teams navigate to the PC^2 web interface through a supported browser (Firefox, Chrome, or Safari), the team will be presented with the login screen. Internet Explorer is not supported.

Logging in

Welcome to PC^2!

LOGIN

Username:

Password:

ABOUT

PC^2 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.

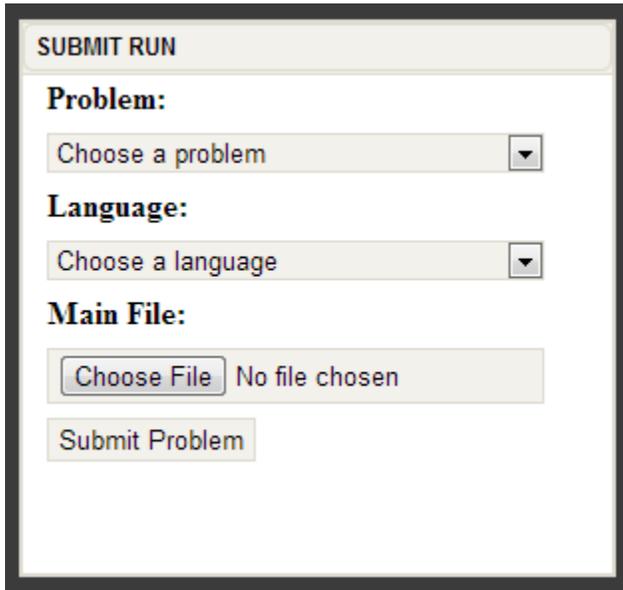
This web interface was created by [Eastern Washington University's PC^2 Senior Project team](#) and is still actively being worked on and improved.



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 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 ▼

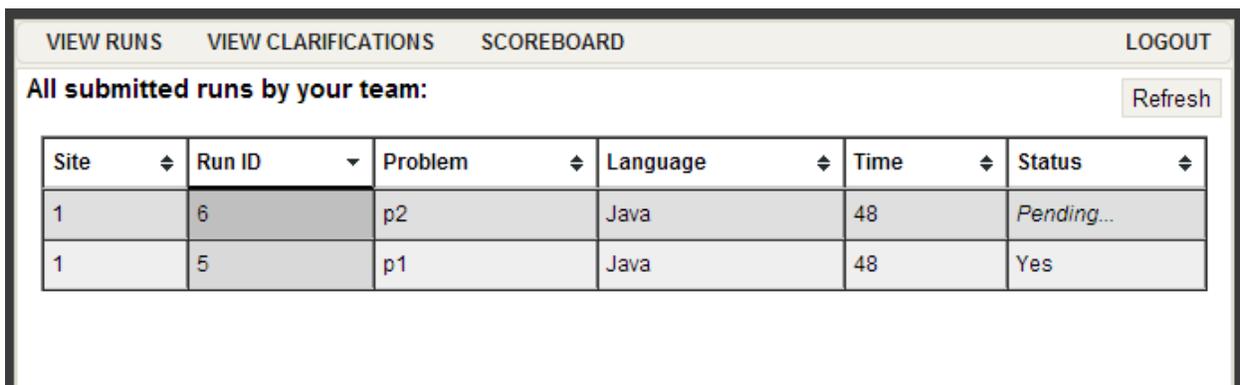
Language:
Choose a language ▼

Main File:
Choose File No file chosen

Submit Problem

Viewing Submissions

To view previously submitted runs status', 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.



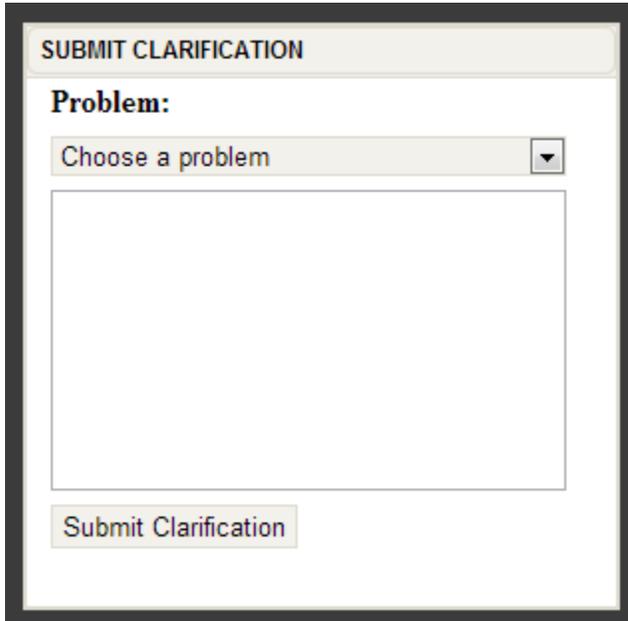
VIEW RUNS VIEW CLARIFICATIONS SCOREBOARD LOGOUT

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

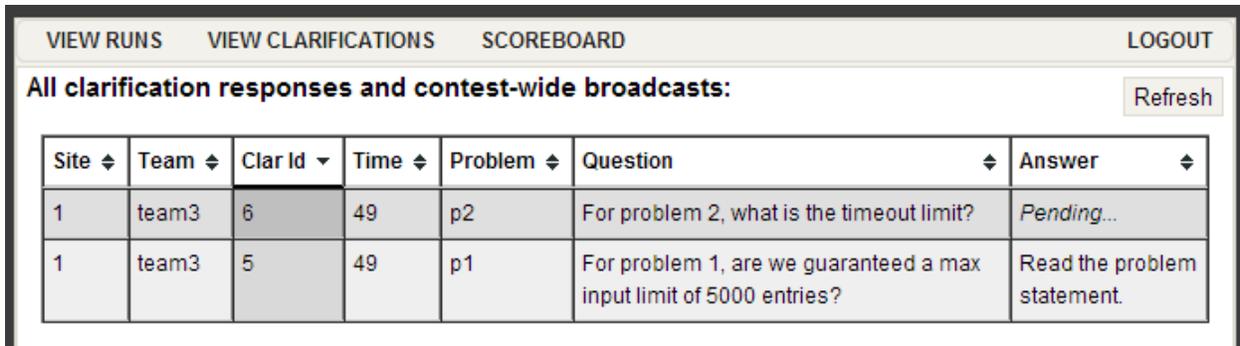
Submitting a Clarification

If a team has a question the team may send a clarification to the judges. To send a clarification, use the “SUBMIT CLARIFICATION” panel. Then select the problem and enter a question. Click submit clarification to send the message to the judges.



The screenshot shows a web interface for submitting a clarification. At the top is a title bar labeled "SUBMIT CLARIFICATION". Below it, the word "Problem:" is followed by a dropdown menu containing the text "Choose a problem". Underneath the dropdown is a large, empty rectangular text box for entering the question. At the bottom of the panel is a button labeled "Submit Clarification".

Similar to viewing runs, teams may view clarifications (and answers) using 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 the "VIEW CLARIFICATIONS" tab in a web interface. At the top, there are navigation tabs: "VIEW RUNS", "VIEW CLARIFICATIONS", "SCOREBOARD", and "LOGOUT". Below the tabs, the text "All clarification responses and contest-wide broadcasts:" is displayed, followed by a "Refresh" button. A table with the following data is shown:

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 unsolved problem. 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 of PC2. This action does not affect the status of runs or clarification requests previously submitted, and any run or clarification responses. 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.