

Guidelines of the Online Judge System

0. Register your account

Access the CodeForces website with URL <https://codeforces.com/enter>.

If you already have a CodeForces account, log in directly. If not, Click “Register” to register an account, then log in.



Fill in the form to login into Codeforces.

You can use [Gmail](#), [Facebook](#) or [ICPC](#) as an alternative way to enter.

Login into Codeforces

Handle/Email

Password

Remember me for a month

[Forgot your password?](#)

[Use Gmail](#) | [Use Facebook](#) | [Use ICPC](#)

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The only programming contests Web 2.0 platform
Server time: Sep/28/2020 02:05:22^{UTC-7} (h1).
Desktop version, switch to [mobile version](#).
[Privacy Policy](#)

Supported by



1. Join Our Group as a Participant

After login, click here to join our group: <https://codeforces.com/group/lr4PWkKiEw/contests>

Remember to choose “Participant” as Membership type. (The default option is “Spectator”, which will not allow you to submit your code.) Then click **“Join”**.

→ **Member management**

You are not group member yet,
but can request group join.

Membership type: ▼

Then you can see the home page of our group, There are two contests: the practice contest that has already been released, and the final UCRPC contest that will start on Oct 2nd. When a contest is released, you will see “Register” and “Enter” in red.

CONTESTS MEMBERS STATUS

Group Contests

Name	Start	Length		
UCRPC	Oct/02/2021 13:00 UTC-7	04:31	Before start 2 weeks	Prepared by syhalala Before registration 2 weeks
UCRPC-F21 Practice Contest Enter »	Sep/15/2021 00:00 UTC-7	16:23:59	Current standings Running 2 weeks	Prepared by yn_usr Register » x2 Until closing 2 weeks

* Highlighted contests are not public

UCRPC-F21

Private

Participant

★

→ **About Group**

[Group website](#)

→ **Member management**

You are the member of the group

2. Registration for the Contests

After it's released, you can see the page above.

Click “Register” to register for the contest. You should be registered for the contest to be able to submit.

Group Contests

Name	Start	Length		
UCRPC	Oct/02/2021 13:00 UTC-7	04:31	Before start 2 weeks	Prepared by syhialala Before registration 2 weeks
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* Highlighted contests are not public

UCRPC-F21
Private
Participant
About Group
Group website
Member management
You are the member of the group
Leave

Continue clicking “Register”, then you will receive a message that “You have been successfully registered”.

Registration for the contest

UCRPC-F21 Practice Contest

Terms of agreement:

The registration confirms that you:

- * will not communicate with other participants, share ideas of solutions and hacks;
- * will not use third-party code, except stated in <http://codeforces.com/blog/entry/8790>;
- * will not attempt to deliberately destabilize the testing process and try to hack the contest system in any form;
- * will not use multiple accounts and will take part in the contest using the only and single account.

Take part:
 as individual participant
 as a team member

Register

3. Start Programming

Before starting programming, make sure you can see "Registration Completed" displayed here, which means you have successfully registered. If not, try to repeat the registration step.

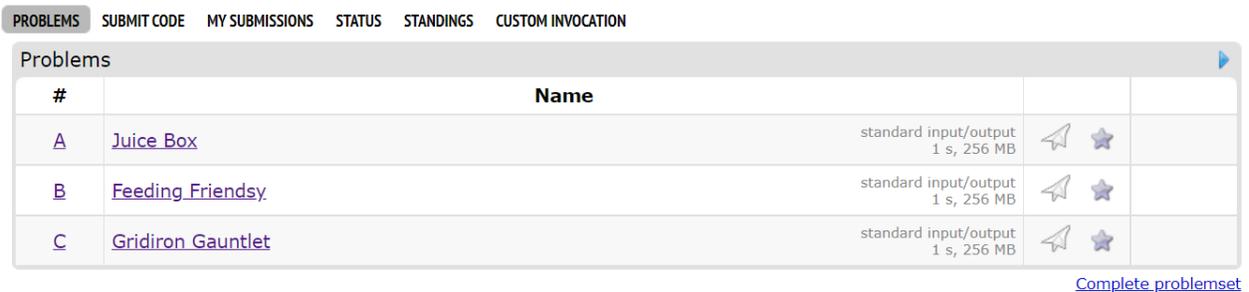
Then, **click "Enter"**.



Name	Start	Length		
UCRPC	Oct/02/2021 13:00 UTC-7	04:31	Before start 2 weeks	Prepared by syhlalala Before registration 2 weeks
UCRPC-F21 Practice Contest	Sep/15/2021 00:00 UTC-7	16:23:59	Current standings Running 2 weeks	Prepared by yn_ucr Registration completed x3

* Highlighted contests are not public

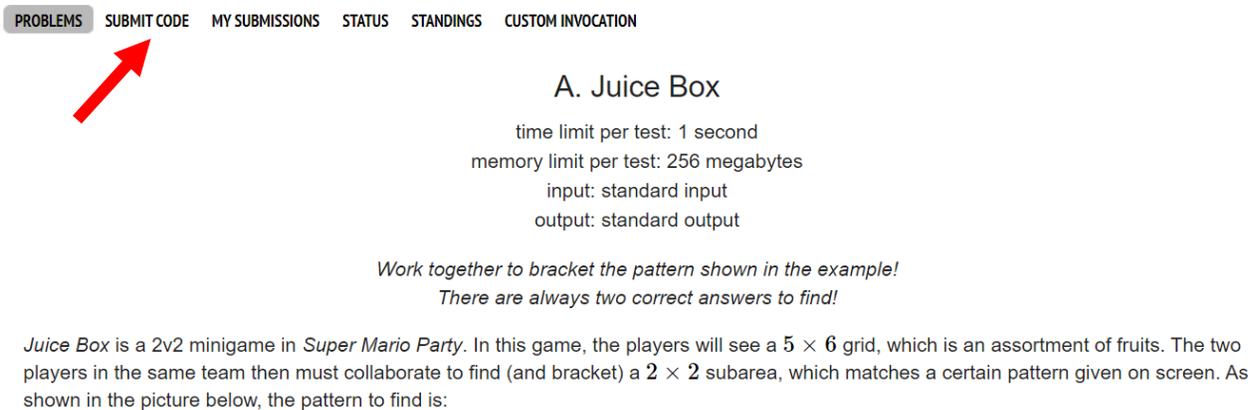
You will see the programming problems for this assignment.



#	Name		
A	Juice Box	standard input/output 1 s, 256 MB	
B	Feeding Friendsy	standard input/output 1 s, 256 MB	
C	Gridiron Gauntlet	standard input/output 1 s, 256 MB	

[Complete problemset](#)

Click on the name to enter. Then you can see the problem description. The input and output samples are also included. You can copy from the website the sample input and output if you want.



PROBLEMS **SUBMIT CODE** MY SUBMISSIONS STATUS STANDINGS CUSTOM INVOCATION

A. Juice Box

time limit per test: 1 second
memory limit per test: 256 megabytes
input: standard input
output: standard output

*Work together to bracket the pattern shown in the example!
There are always two correct answers to find!*

Juice Box is a 2v2 minigame in *Super Mario Party*. In this game, the players will see a 5×6 grid, which is an assortment of fruits. The two players in the same team then must collaborate to find (and bracket) a 2×2 subarea, which matches a certain pattern given on screen. As shown in the picture below, the pattern to find is:

To submit your code, **click “Submit Code”**. **Don’t forget to choose the problem and your language/compiler.**

PROBLEMS **SUBMIT CODE** MY SUBMISSIONS STATUS STANDINGS CUSTOM INVOCATION

Submit solution
UCRPC-F21 Practice Contest

Problem:

Language:

Source code:

1 |

Switch off editor Tab size:

Or choose file: No file chosen

You can either directly type your code into the textbox, or submit a file.

After finishing your code, click the **“Submit”** button to submit your answer.

Then you can see whether your answer is correct. If all test cases are passed, it will be judged as **“Accepted”**. If not, means you failed some test cases. You should go back to the **“Submit Code”** page, review your code, modify it, and resubmit it.

You won't be able to see the tests before the contest ends.

My Submissions							
#	When	Who	Problem	Lang	Verdict	Time	Memory
94070335	01:18:52	██████████	██████████	Java 11	Wrong answer on test 2	171 ms	0 KB
94061848	01:08:08	██████	██████████	GNU C++17	Accepted	202 ms	500 KB

"Accepted" means your answer passed all test cases

"Wrong answer..." means you failed some of the test cases

If you have compilation error, wrong answer, or time limit exceed error, when you click in the # in the first column, you can see more information.

By syhlalalatesting, contest: UCRPC-F21 Practice Contest, problem: (A) Juice Box, [Wrong answer on test 2, #, Copy](#)

```
#include <iostream>
#include <cstdlib>
#include <cstdio>
using namespace std;

int main() {
    cout << "0 0" << endl;
    cout << "1 2" << endl;
}
```

→ **Judgement Protocol**

Test: #1, time: 0 ms., memory: 3648 KB, exit code: 0, checker exit code: 0, verdict: OK

Input

```
AB
BA
ABSWBA
BAAB00
00BASS
MWABAB
OSWBAD
```

Output

```
0 0
1 2
```

Checker Log

```
ok Answer Correct
```

With some of the core operations and functions covered above, you can try clicking on other buttons to explore other features that have not been introduced!

4. Other Hints

Most major languages are supported, including C/C++, Java, Python, etc.

All input/output are standard screen input/output (e.g., `std::cin/std::cout` for C++).

The standard libraries for each language are supported.

Time scaling is enabled, see

<https://codeforces.com/group/d1x0Mh7PUS/contest/311845/extraTimeFactors> for more details.

Happy Coding!