

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.

CODE FORCES
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Enter | Register

HOME TOP CONTESTS GYM PROBLEMSET GROUPS RATING EDU API CALENDAR HELP GRAKN FORCES 10 YEARS!

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

Login [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

 
ITMO UNIVERSITY

1. Join Our Group as a Participant

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

Remember to choose “Participant” as Membership type. (The default option is “Spectator”, which will not allow you to submit your code.) You can find this **on the right of the page**. 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 will three contests: the practice contest that has already been released, and the final UCRPC contest for different divisions. When a contest is released, you will see “Register” and “Enter” in red.

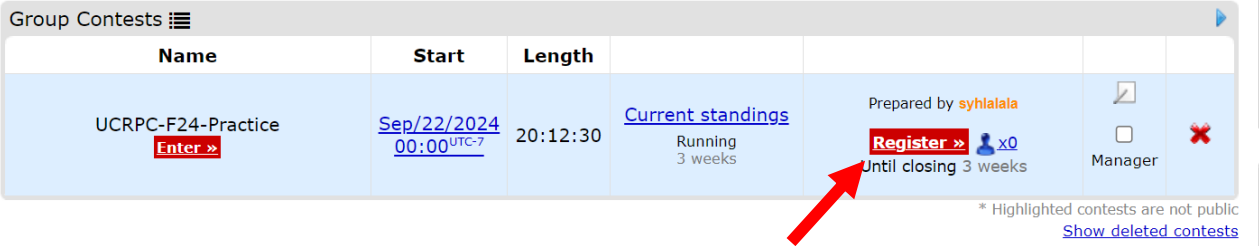
Name	Start	Length			
UCRPC-F24-Practice Enter »	Sep/22/2024 00:00 ^{UTC-7}	20:12:30	Current standings Running 3 weeks	Prepared by syhlalala Register » x0 Until closing 3 weeks	 <input type="checkbox"/> Manager

* Highlighted contests are not public
[Show deleted contests](#)

2. Registration for the Contests

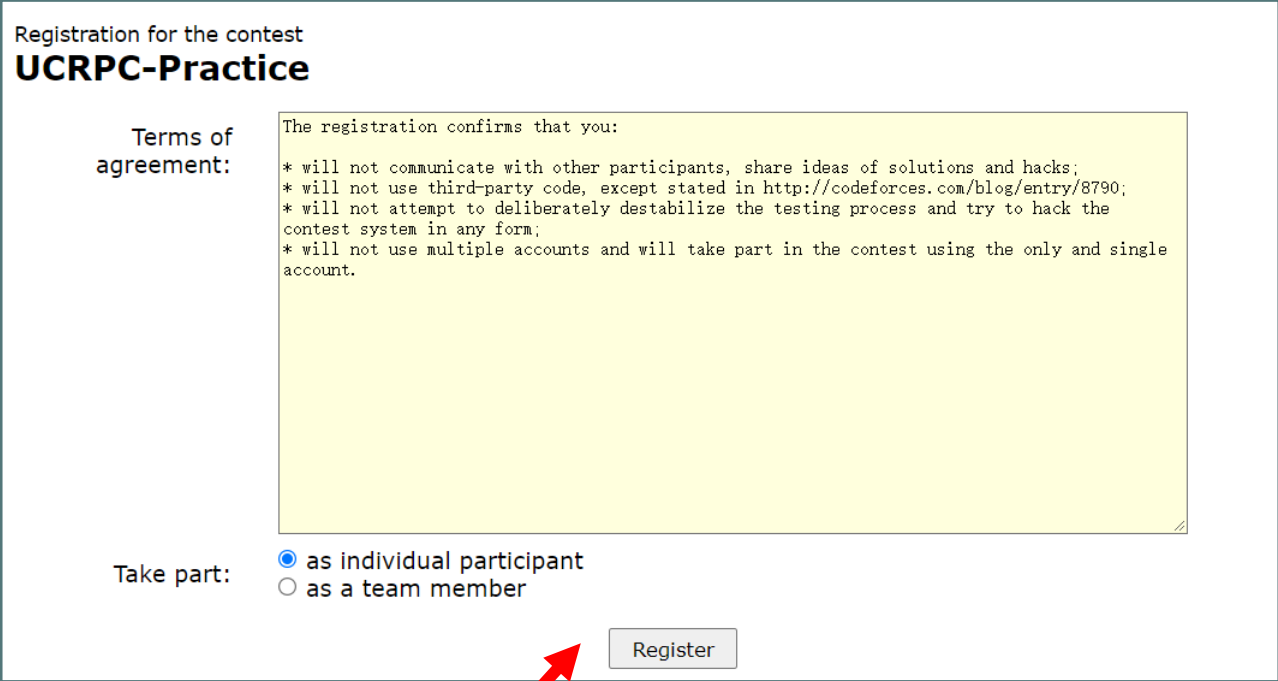
After a contest is released, you can see the page above.

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



You could join either as an individual or a team member. For the final contest, you need to join as a team member (even when you are the only team member). For simplicity, let’s first join as an individual for the practice contest. We will introduce how to create a team and join as a team member in Section 4.

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



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-F24-Practice Enter >>	Sep/22/2024 00:00 UTC-7	20:12:30	Current standings Running 3 weeks	Prepared by syhialala Register >> x0 Until closing 3 weeks	Manager

* Highlighted contests are not public
[Show deleted contests](#)

You will see the programming problems for this assignment.

#	Name			
A	Diving	standard input/output 1 s, 256 MB		
B	Marathon	standard input/output 1 s, 256 MB		
C	Opening_Ceremony_Dance	standard input/output 1 s, 256 MB		
+	Add new problem Add new problems from contest			

* This contest uses time limits scaling policy (depending on a programming language). The system automatically adjusts time limits by the following multipliers for some languages. Despite scaling (adjustment), the time limit cannot be more than 30 seconds. Read the details by the [link](#).
[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.

A. Diving

time limit per test: 1 second
memory limit per test: 256 megabytes

In the Olympic Games, the scoring for individual diving competitions involves a panel of seven judges. Each of these judges provides a score for the diver's performance. To calculate the final score for a dive, the highest two and the lowest two scores are removed, and the remaining three scores are summed up. This sum is then multiplied by the degree of difficulty (DD) of the dive to determine the diver's final score.

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

Submit solution
UCRPC-F23-Practice

Problem:

Language:

Source code:

Switch off editor Tab size:

Or choose file: 未选择任何文件

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.

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PROBLEMS SUBMIT CODE MY SUBMISSIONS STATUS STANDINGS CUSTOM INVOCATION

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.

Judgement protocol

```
#1: Accepted [0 ms, 0 MB]
#2: Wrong answer [0 ms, 0 MB]
#3: Wrong answer [0 ms, 0 MB]
#4: Wrong answer [0 ms, 0 MB]
#5: Wrong answer [15 ms, 0 MB]
#6: Wrong answer [0 ms, 0 MB]
#7: Wrong answer [0 ms, 0 MB]
#8: Wrong answer [31 ms, 0 MB]
#9: Wrong answer [31 ms, 0 MB]
#10: Wrong answer [31 ms, 0 MB, 0 points]
```

You could resubmit multiple times before the contest. **The highest score for each problem (and from all team members) will be counted in your final score.** Partial points are allowed – usually, if you pass 50% of the test cases, you could get 50% of the points of this problem. Note that the test cases do not always have the same weight.

4. Join as a Team Member

In the final UCRPC, you need to join as a team member. So now let's see how to create a team. Now click your Codeforces id on the top-right (beside "Logout").



Then click "TEAMS" on the top of the page.



Enter the name of your team, and then click "Create team". **Note: for the final UCRPC, your team name need to be in the form**

"U/G/P – team_name"

Here "U/G/P" represents Undergraduate/Graduate/Pre-college divisions, respectively. This is to help us quickly decide the awards for each division. For example, if your team name is "Hogwarts Geeks" and you are in the undergraduate division, please create your team name as "U - Hogwarts Geeks".


Team name (English):

For example, «Berland State U: Flaming Tomatoes»

* You will become the team member after you finish the operation


Now you have created and joined the team! If you have teammates, you could invite them by clicking on the "Invite user" on the top-right.



SYHLALALATESTING SETTINGS LISTS BLOG **TEAMS** SUBMISSIONS GROUPS CONTESTS

 **Hogwarts Geeks**

Team name (English):


For example, «Berland State U: Flaming Tomatoes»

 [Invite user](#)

Team members		
User	Status	
 syhlalalatesting	Active	



Then you should be able to see a textbox. Enter the Codeforces id of your teammate to invite them.

SYHLALALATESTING SETTINGS LISTS BLOG **TEAMS** SUBMISSIONS GROUPS CONTESTS


 **Hogwarts Geeks**



Team name (English):


For example, «Berland State U: Flaming Tomatoes»

Team members		
User	Status	
 syhlalalatesting	Active	


When your teammate log into Codeforces, they will see a message on the top:

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  [henryx](#) | [Logout](#)

 You have invitation to team [Hogwarts Geeks](#) and a new message and +151! Wow!

HOME TOP CATALOG CONTESTS GYM PROBLEMSET GROUPS RATING EDU API CALENDAR HELP

Codeforces Round #817 (Div. 4)
By [mesanu](#), 3 days ago, 

Hello Codeforces!

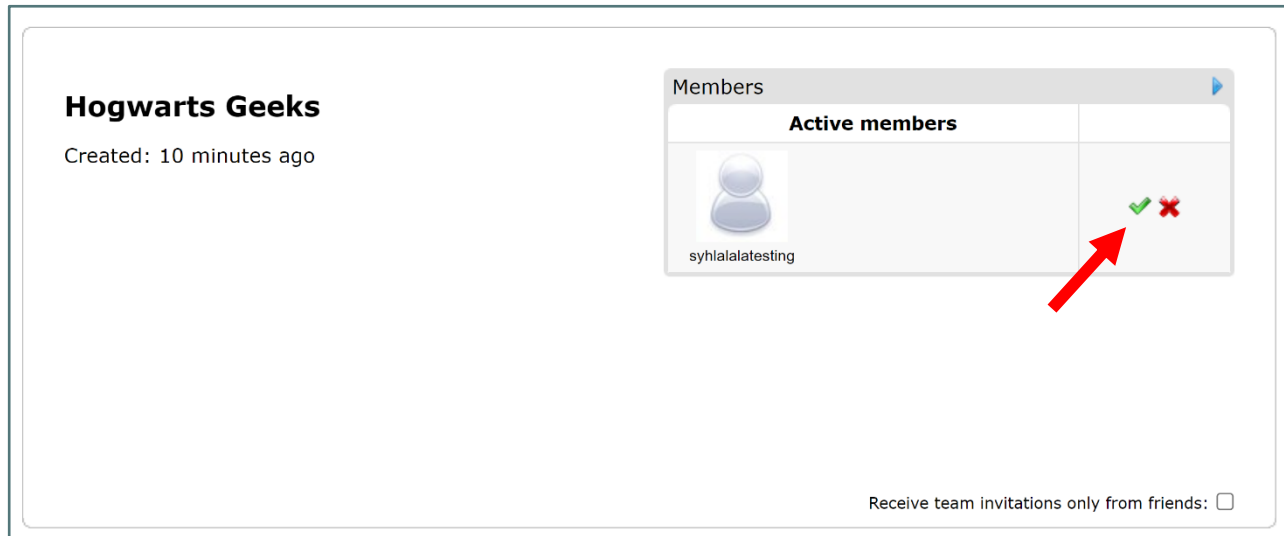
[flamestorm](#), [MikeMirzayanov](#) and I want to invite you to Codeforces Round #817 (Div. 4).

→ Pay attention

Before contest
[Codeforces Round #818 \(Div. 2\)](#)
2 days

→ [henry](#)

Click the team name to see the invitation. Then click the checkmark to accept the invitation.



Then you are in a team now! Note that **UCRPC allows at most two people in one team.**

You can update the team information at anytime (e.g., change the name of the team, invite new team members, etc.).

Then when you register any contest, you can choose to participate “as a team member”.

Registration for the contest
UCRPC-Practice

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

Choose team:

Register

If you are in multiple teams, choose the one that you want to use in this contest.

Take part: as individual participant
 as a team member

Choose team:

Finally, you can check all team members that will participate in the contest. **Then your team has been registered successfully!**

Take part: as individual participant
 as a team member

Choose team:

Participants: syhlalalatesting henryy
Choose team member to participate in the contest

5. Other Hints

Most major languages are supported, including C/C++, Java, Python, etc. You can find the list of languages supported here:

<https://codeforces.com/blog/entry/79>

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

The standard libraries for each language are supported (e.g., STL in C++).

Time scaling is enabled: this means that if you are using languages that are usually considered as “less efficient”, the time limit will be adjusted accordingly. For example, for Python, the time limit is 6x the regular time limit (C++ is 1x).

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

Happy Coding!