Guidelines of the Online Judge System

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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.

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"**.

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.
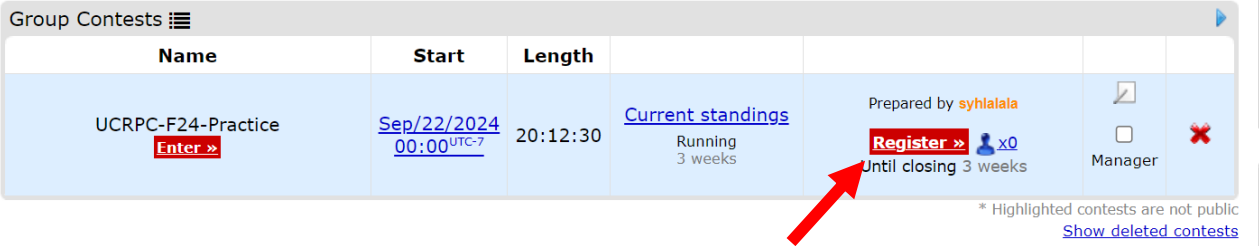
2. Registration for the Contests

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".
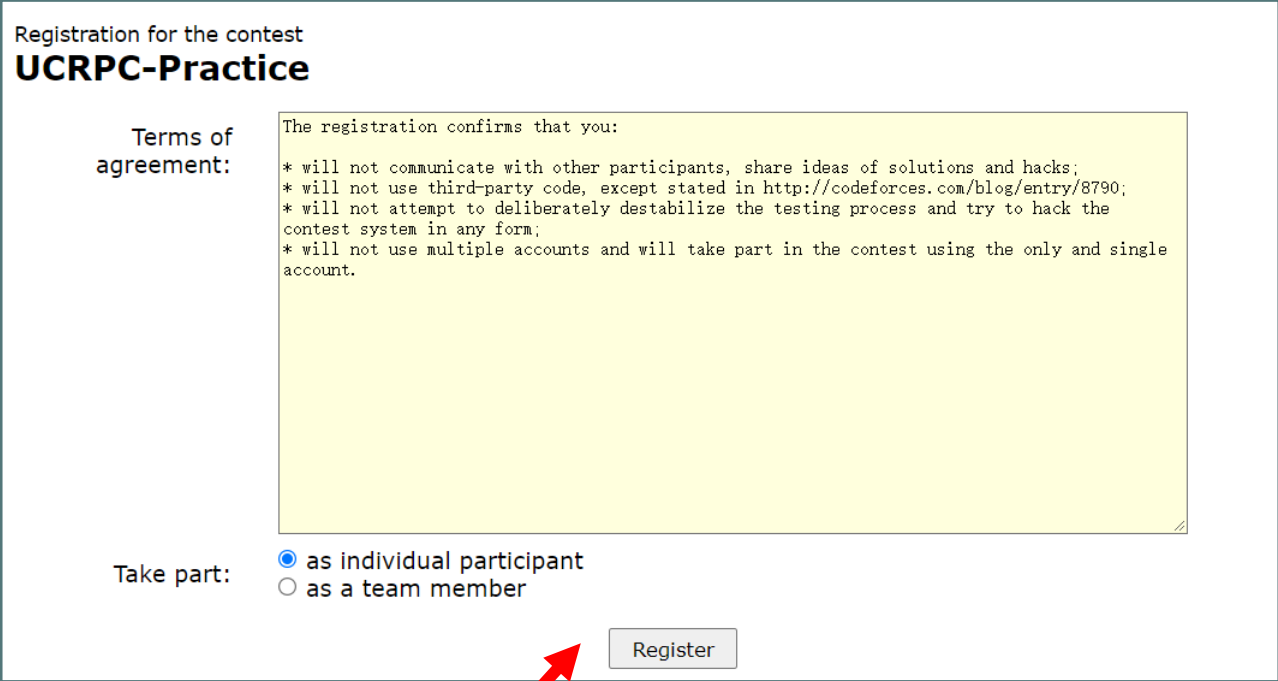
3. Start Programming

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".**

Group Contests ☰					▶
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	☐ ☐ Manager ✖

* Highlighted contests are not public
Show deleted contests

You will see the programming problems for this assignment.

PROBLEMS	SUBMIT CODE	MY SUBMISSIONS	STATUS	STANDINGS	ADM.	EDIT	CUSTOM INVOCATION

Problems					▶
#	**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: Choose problem

Language: GNU G++17 7.3.0

Source code:

```
1 |
```

☐ Switch off editor   Tab size: 4

Or choose file: 选择文件 未选择任何文件

Submit

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.

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.

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**".

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.

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

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

Click the team name to see the invitation. Then click the checkmark to accept the invitation.
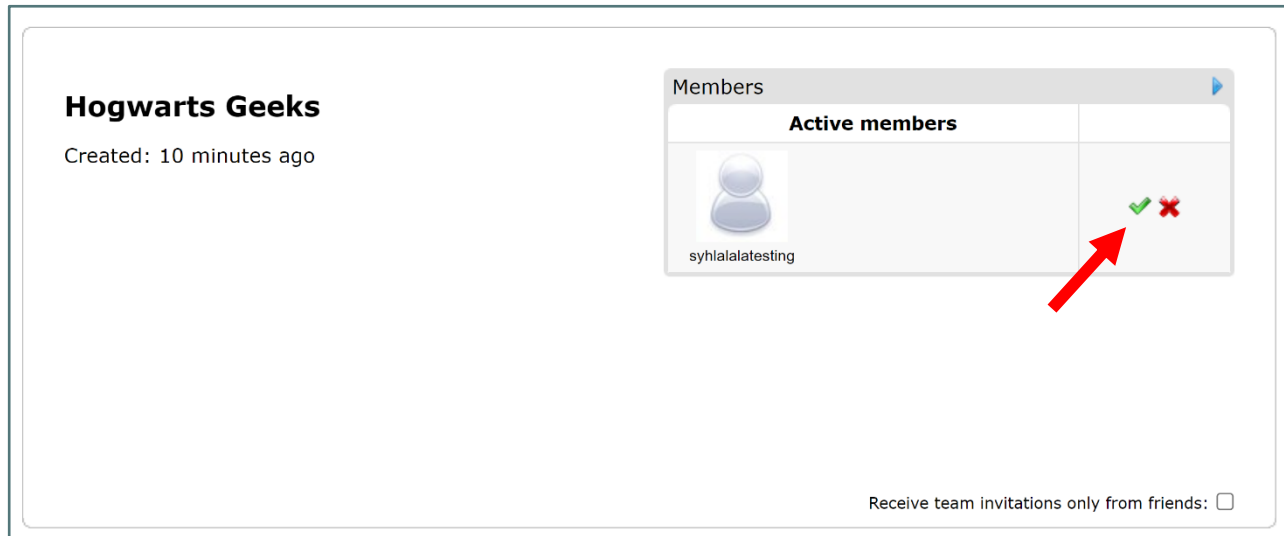
Then you are in a team now! Note that **UCRPC allows at most two people in one team**.

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".

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

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

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!