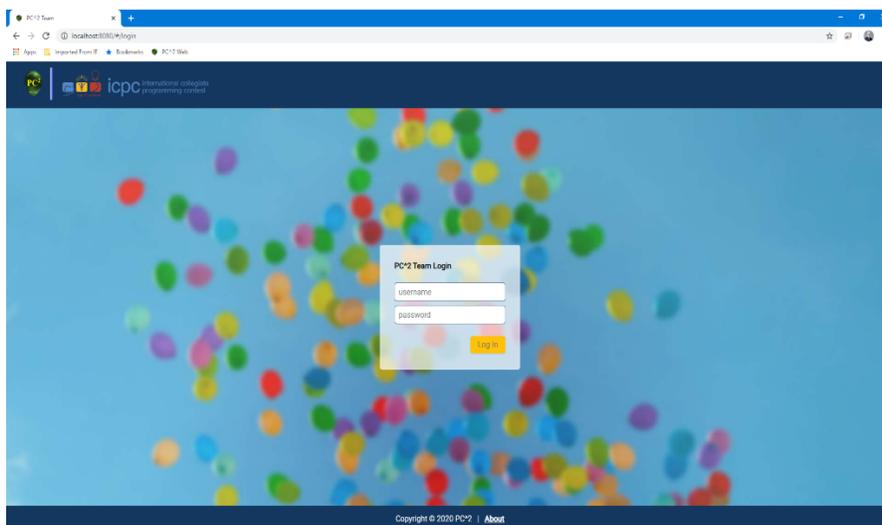


# Introduction

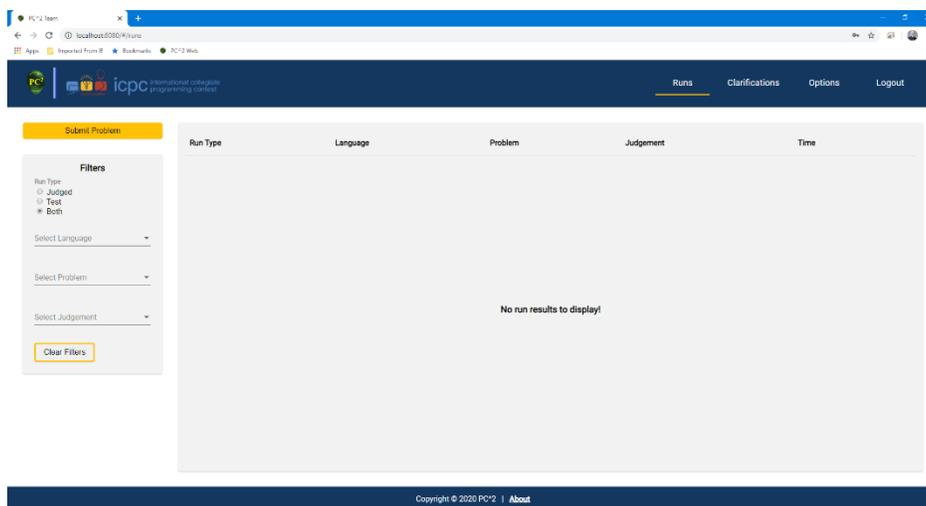
To connect to PC<sup>2</sup> using a browser, enter the URL of the PC<sup>2</sup> *Web Team Interface* (WTI) into the address bar of your browser (the correct URL information can be obtained from the Contest Director). When connected to the PC<sup>2</sup> WTI, the following *Login* screen will appear:



To login to PC<sup>2</sup>:

- Click on the **Username** box and enter your assigned team ID.
  - Your team ID will be of the form teamXX, where XX is your assigned team number. For example: “team2” or “team15”
- Click on the **Password** box and enter your assigned password.
- Click on the **Login** button.

Successfully logging in will display the following screen (called the **Runs** screen):



## Submitting a Problem for Judging

To submit a problem to be judged:

- Click on the **Runs** tab at the top right on the page (if not already on the **Runs** page).
- Click on the **Submit Problem** button in the upper left hand corner of the **Runs** page. A pop-up with the title “Submit a Problem” will display, as shown:

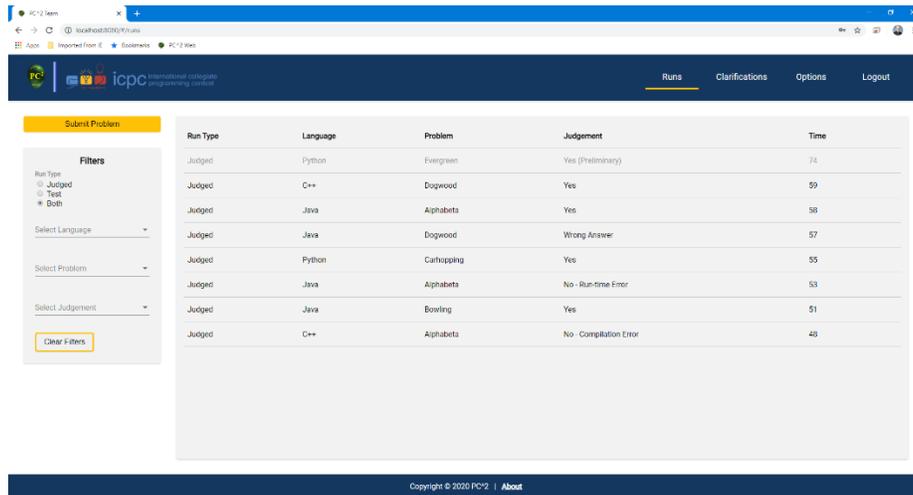
- Select the problem for which you are submitting a solution from the drop down list titled **Select Problem**.
- Select the language that the solution you are submitting uses from the drop down list titled **Select Language**.
- Select the main file that contains your solution. To do this, click on the  symbol in the box titled **Main File**. This will display a file dialog which will allow you to locate and select your main file. Select only source code files for submission (do not submit data files or executable files).
- If additional source code files are needed for your solution, you can click on the  in the box titled **Additional File(s)**. This will display another file dialog which will allow you to locate and select your additional file(s).
- To remove the currently-selected files from the **Main File** and **Additional File(s)** list, click the **Clear Files** button.
- Once you have made the desired selections, click the **Submit** button to submit your solution to be judged. Note: your submission must include at least a selected problem, a selected language, and a selected main file. The **Submit** button will be disabled until these items have all been selected.
- If you decide that you do not want to submit your solution at this time, click the **Cancel** button to be returned to the Runs screen.

## Viewing Submission Results

When a submission has been judged, the team will receive a “pop-up notification”<sup>1</sup> such as the following:

<sup>1</sup> Pop-ups like this can be disabled if desired; see **Options** below.

To view the status of *all* submissions for your team, click on the **Runs** tab at the top right side of the page. This will display the **Runs** page, which will look something like the following:

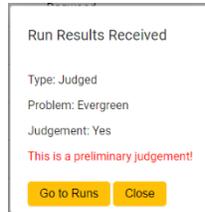


- The **Runs** page contains a table that displays all submissions. Submission information includes the **Run Type** (currently, the only supported type is **Judged**), the **Language** the solution was done in, the **Problem** the solution was submitted for, the **Judgement** received for the submission, and the **Time** the run was submitted. If the judgement is *Preliminary* (see below) it will be labeled as such in the table.
- There are four **filters** that can be used to filter (limit) the submissions being displayed in the **Runs** table: *Run Type*, *Language*, *Problem*, and *Judgement*.
  - Filtering by **Run Type**:
    - If you want to view *only runs submitted for judging*, click on the **Judged** radio button under the run type filter heading.
    - If you want to view *only runs submitted for testing*, click on the **Test** radio button under the run type filter heading. (Note: in the current WTI implementation only **Judged** run submissions are supported; therefore if the **Test** Run Type is selected then no submissions will be displayed.)
    - By default (if no run type filter is chosen) or if the **Both** radio button is clicked, all run types will be displayed.
  - Filtering by **Language**:
    - If you want to filter runs to view *only runs submitted for a single language*, click on the **Select Language** drop down list. Select the language you want to filter by.
  - Filtering by **Problem**:
    - If you want to filter runs to view *only runs submitted for a single problem*, click on the **Select Problem** drop down list. Select the problem you want to filter by.
  - Filtering by **Judgement**:
    - If you want to filter runs to view *only runs submitted for a single judgement*, click on the **Select Judgement** drop down list. Select the judgement you want to filter by.
  - Filters can be used in combination. To clear all filter selections, click the **Clear Filters** button.

- Preliminary Judgements:

The Contest Director may choose to configure PC<sup>2</sup> to judge problems either automatically (“by computer”, a process called *AutoJudging*), or manually (by human judges), or both.

If a problem is being judged both manually *and* using AutoJudging, the system will return the AutoJudging result to the team as soon as it is finished. This judgement is termed a *Preliminary Judgement* and will be so-labeled in the **Runs** table (see above). The Run Result pop-up notification for Preliminary Judgements (if not disabled) will display an appropriate “Preliminary Judgement” notice in red font, as shown below:



When the judges manually check the submission result and choose a final judgement, the team will receive another notification of the Final Judgement.

## Clarifications

To request a clarification on a problem, click on the **Clarifications** tab at the top right of the page. This will display the **Clarifications** page, which will look something like this:

Recipient	Problem	Question	Answer	Time
All	Bowling	For the Bowling problem, is it correct that each frame starts with a full set of 10 pins?	Yes.	132
team1	Dogwood	For the Dogwood problem can we assume that every tree in the input is a Dogwood tree?	Answer Pending	131
team1	Carhopping	For the Carhopping problem, can we assume the distance between cars is never negative?	The answer to this is given in the problem statement; please re-read the problem.	128

The Clarifications page displays all clarification requests previously submitted by your team. It also displays clarifications that the judges have chosen to send to all teams. If a clarification request has been answered, the answer also appears in the Clarifications table.

To request a **new** clarification, click on the **New Clarification** button in the upper left hand corner of the **Clarifications** page. A pop-up will display with the title “Submit a Clarification”, a shown:

- Select the problem for which you are submitting a clarification request using the **Select Problem** drop down list.
- Enter your clarification request into the text box. Only plain text is allowed.
- Click the **Submit** button. A clarification must have a problem selected and text entered into the text box in order to be submitted.

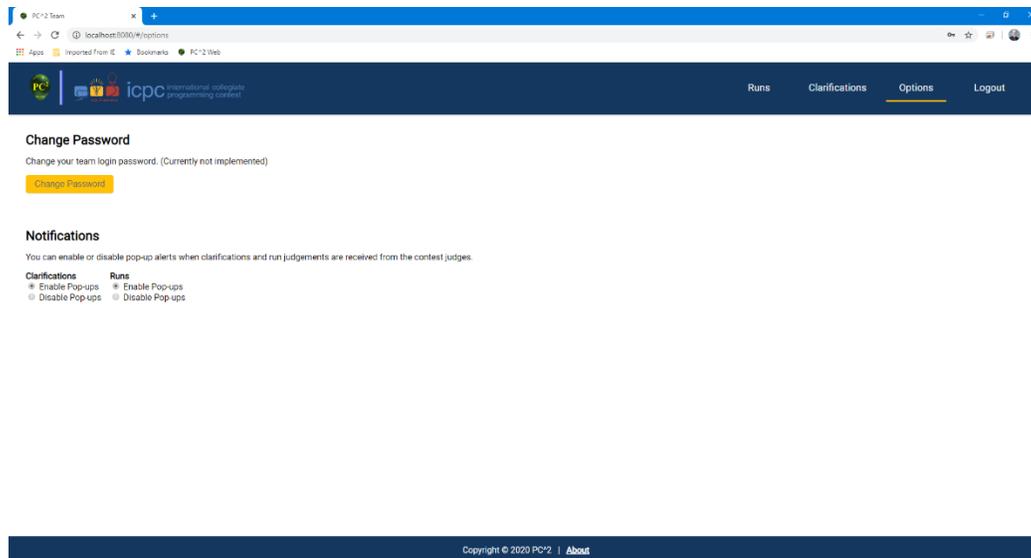
*Please note that while the contest judges will consider requests for clarification of ambiguities in a problem statement, they will not normally respond to other types of questions. If you submit a clarification which asks about something that the judges feel is adequately covered in the problem statement, they may simply respond to your clarification with an answer such as “No response; Read the problem statement”.*

- There are two **filters** that can be used to filter (limit) the clarifications being displayed in the clarifications table: *recipient and problem*.
  - Filtering by **Recipient**:
    - If you want to filter clarifications to view *only clarifications intended for All Teams*, click on the **All Teams** radio button under the recipient filter heading.
    - If you want to filter clarifications to view *only clarifications intended for only your team*, click on the radio button **labeled with your team name** under the recipient filter heading.
    - By default (if no recipient type filter is chosen) or if the **Both** radio button is clicked, all recipient types will be displayed.
  - Filtering by **Problem**:
    - If you want to filter clarifications to view *only clarifications submitted for a single problem*, click on the **Select Problem** drop down list. Select the problem you want to filter by.

## Options

There are two WTI configuration options: changing your team login password and enabling/disabling certain pop-ups. *These options are at the discretion of the contest administrator, and may or may not be available for your contest.*

To select from available options, click on the **Options** tab at the top right side of the page. This will display the **Options** page, shown below:



To change your team login password:

- Click on the **Change Password** button located on the left side of the options screen.
- A pop-up will display with the title Change Password.
- Click on the **Current Password** box and enter your current team password.
- Click on the **New Password** box and enter the new password you want for your team login credentials.
- Click on the **Re-enter New Password** box and enter the new password you want again.
- Click on the **Submit** button.
- If you do not want to change your password, click the **Cancel** button to be returned to the options screen.

To enable/disable certain pop-ups:

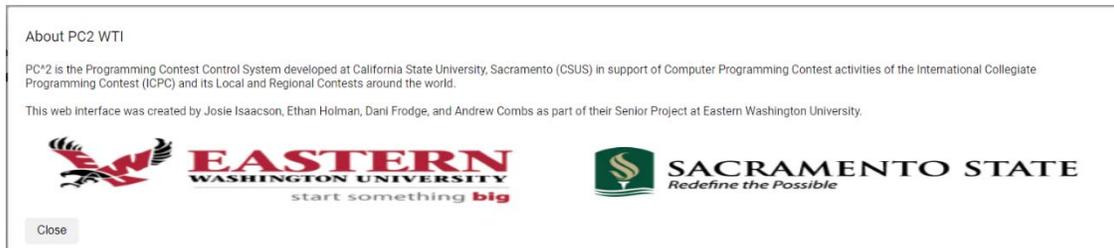
- To enable pop-ups, click on the **Enable Pop-ups** radio button.
- To disable pop-ups, click on the **Disable Pop-ups** radio button.

## Logging Out

To logout from PC<sup>2</sup>, click the **Logout** tab at the top right side of the page. This will return you to the **Login** page.

## About Information

To view information about PC<sup>2</sup>, click on the **About** link available at the bottom of any page. A pop-up will be displayed with information about PC<sup>2</sup> and its creators, similar to the following:



- To exit, click the **Close** button in the lower left hand corner of the pop-up. You will be returned to the page you were on prior to clicking the **About** link.