



This is the manual for the DOMjudge programming contest control system version 9.0. The summary below outlines the working of the system interface. It is meant as a quick introduction, to be able to start using the system. It is however strongly advised that your team reads the entire document. There are specific details of this contest control system that might become of importance when you run into problems.

Summary

The web interface of DOMjudge can be found at <https://example.com/domjudge/team>. See the two figures on the next page for an impression.

Solutions have to read all input from 'standard in' and write all output to 'standard out' (also known as console). You will never have to open (other) files. Also see our [code examples](#).

You can submit solutions in two ways:

Command-line

Use `submit <filename>`. If your filename is of the form `<problem>.<extension>` where `<problem>` is the label of the problem and `<extension>` is a standard extension for your language, then these will automatically be detected. It will also try to auto-detect the main class (for Java and Kotlin) or the main file (for Python). You can override these auto-detections; for a complete reference of all options and examples, see `submit --help`.

Web interface

From your team page, <https://example.com/domjudge/team>, click the green **Submit** button in the menu bar. Select the files you want to submit. By default, the problem is selected from the base of the (first) filename and the language from the extension. The web interface tries to auto-detect the main class (for Java and Kotlin) or the main file (for Python) from the file name. Double check that the guess is correct before submitting.

Viewing scores, submissions and sending and reading clarification requests and replies is done through the web interface at <https://example.com/domjudge/team>.

1 Overview of the interface

DOMjudge Home Problemset Print Scoreboard Enable Notifications Submit Logout 30:08

RANK	TEAM	SCORE	A	B	C	D	E	F	G	H	I	J	K
?	Double Cycle Cover University of Tartu	10 1470	267 1 try	63 1 try	214 1 try		104 1 try	193 2 try	134 2 tries	35 1 try	12 1 try	280 8 tries	8 1 try

Submissions

time	problem	lang	result
13:40	J	Py3	CORRECT
13:27	A	CPP	CORRECT
12:51	J	CPP	WRONG-ANSWER
12:42	J	CPP	WRONG-ANSWER
12:34	C	CPP	CORRECT
12:13	F	CPP	CORRECT
11:41	J	CPP	WRONG-ANSWER
11:26	J	CPP	WRONG-ANSWER
11:14	G	CPP	CORRECT
11:06	G	CPP	WRONG-ANSWER
10:44	E	CPP	CORRECT
10:03	B	CPP	CORRECT
09:50	J	CPP	WRONG-ANSWER
09:35	H	CPP	CORRECT
09:18	J	CPP	WRONG-ANSWER
09:17	J	CPP	WRONG-ANSWER
09:12	I	CPP	CORRECT
09:08	K	CPP	CORRECT

Clarifications

time	from	to	subject	text
13:55	Jury	All	General issue	When the contest ends at 15:00, please take everything with you: keyboard, ter's...
12:25	Jury	Double Cycle Cover	General issue	Someone is coming!
12:23	Jury	All	General issue	If you want some more food, go downstairs and take it. First come, first serve. ...
12:21	Jury	All	problem	Yes. In every round, every better will place a bet. J
11:40	Jury	Double Cycle Cover	problem	Look at the "problemset" page in DOMjudge. F
10:50	Jury	All	General issue	Dear teams, Lunch is being served starting 12:00, it is located where the din...
10:28	Jury	All	General issue	Whenever you want to eat the food on your tables, please take it just outside th...
09:45	Jury	All	problem	You can have multiple items in your inventory at the same time. You can equip ... F

Clarification Requests

time	from	to	subject	text
12:35	Double Cycle Cover	Jury	General issue	No need, a volunteer came and fixed it.
12:24	Double Cycle Cover	Jury	General issue	Our laptop is not charging and will run out of battery soon.
11:37	Double Cycle Cover	Jury	problem	What are the memory limits? F

request clarification

Fig. 1: The team web interface overview page.

DOMjudge Home Problemset Print Scoreboard Enable Notifications Submit Logout 23:26

NWERC 2018 started: 09:00 - ends: 14:00

The scoreboard was frozen with 60 minutes remaining - solutions submitted in the last 60 minutes of the contest are still shown as pending.

Filter

RANK	TEAM	SCORE	A	B	C	D	E	F	G	H	I	J	K
1	Treinity University of Cambridge	10 994	170 1 try	103 1 try	56 2 tries		146 1 try	215 2 tries	77 2 tries	40 1 try	12 1 try	91 1 try	24
2	Tiniceratops University of Cambridge	9 788	177 1 try	59 1 try	31 2 tries		159 1 try	107 2 tries	6 1 try	10 1 try	93 2 tries	16 1 try	
3	TUMbling Technische Universität München	9 835	188 1 try	49 1 try	74 2 tries		161 1 try	125 1 try	23 1 try	12 1 try	147 2 tries	16 1 try	
4	Los Patrons University of Oxford	9 867	217 2 tries	38 1 try	85 2 tries		176 1 try	157 2 tries	12 1 try	18 1 try	72 1 try	22 1 try	
5	2 Brits and a Dutchman University of Oxford	8 704		147 2 tries	83 1 try		229 2 tries	112 1 try	18 1 try	10 1 try	60 1 try	25 1 try	
6	Double Cycle Cover University of Tartu	8 783		63 1 try	214 1 try		104 1 try	193 2 try	134 1 try	35 1 try	12 1 try	280 7 x 1 tries	8
7	Q++ Stanford University	8 873		50 2 tries	166 1 try		101 2 tries	162 1 try	25 2 tries	8 1 try	209 5 tries	22 1 try	
8	Q++ Laden University	8 918		123 2 tries	77 1 try		205 1 try	135 2 tries	39 2 tries	13 1 try	236 2 tries	30 1 try	
9	Let's party! Karlsruhe Institute of Technology (KIT)	8 953	235 1 try	72 1 try	173 2 tries			110 2 tries	24 1 try	12 1 try	179 2 tries	28 1 try	
10	The Thorycoders Université Utrecht	8 961		62 2 tries	179 2 tries		150 1 try	209 1 try	33 2 tries	22 1 try	211 2 tries	15 1 try	
11	IncogniTUM Technische Universität München	7 612		138 1 try	60 1 try			154 1 try	26 2 tries	23 1 try	117 2 tries	34 1 try	
12	Me!jalci University of Cambridge	7 659		58 2 tries	107 1 try		185 1 try	207 1 try	32 1 try	15 1 try	35 2 tries	35 1 try	
13	Om de hoek Radboud University	7 754		148 2 tries	56 1 try		176 2 tries	212 3 tries	36 2 tries	5 1 try	21 1 x 2 tries	21 1 try	
14	PromeThaia Delft University of Technology	7 854		112 2 tries	156 2 tries		179 2 tries	120 2 tries	71 2 tries	60 2 tries	36 1 x 1 tries	36 1 try	
15	Oxford Ji-geiko University of Oxford	7 854		174 2 tries	201 1 try			227 1 try	39 1 try	15 1 try	120 1 try	58 2 tries	
16		7 922		74 2 tries	135 2 tries			210 3 tries	26 1 try	16 2 tries	180 8 tries	41 2 tries	

Fig. 2: The scoreboard webpage.

2 Submitting solutions

Submitting solutions can be done in two ways: with the command-line program `submit` (if installed) or using the web interface.

2.1 Command-line: `submit`

Syntax:

```
submit [options] filename.ext ...
```

The `submit` program takes the name (label) of the problem from `filename` and the programming language from the extension `ext`.

For Java it uses the filename as a guess for the main class; for Kotlin it capitalizes filename and appends `Kt` to compute the guess for the main class name. For Python, the first filename is used as a guess for the main file. These guesses can be overruled with the options `-p problemname`, `-l languageextension` and `-e entry_point`.

See `submit --help` for a complete list of all options, extensions and some examples.

`submit` will check your file and warns you for some problems: for example when the file has not been modified for a long time or when it's larger than the maximum source code size (see [the section on restrictions](#)).

Filenames must start with an alphanumerical character and may contain only alphanumerical characters and `+. _ -`. You can specify multiple files to be part of this submission (see section [“How are submissions being judged?”](#)).

Then `submit` displays a summary with all details of your submission and asks for confirmation. Check whether you are submitting the right file for the right problem and language and press `y` to confirm. `submit` will report a successful submission or give an error message otherwise.

2.2 Web interface

Solutions can be submitted from the web interface at <https://example.com/domjudge/team>. Click the green *Submit* button at the menu bar on every page. Click the file selection button and select one or multiple files for submission. DOMjudge will try to determine the problem, language and main class (in case of Java and Kotlin) or main file (in case of Python) from the base and extension of the first filename. Otherwise, select the appropriate values. Filenames must start with an alphanumerical character and may contain only alphanumerical characters and `+. _ -`.

After you hit the submit button and confirm the submission, you will be redirected back to your submission list page. On this page, a message will be displayed that your submission was successful and the submission will be present in the list. An error message will be displayed if something went wrong.

3 Viewing the results of submissions

The left column of your team web page shows an overview of your submissions. It contains all relevant information: submission time, programming language, problem and status. The address of your team page is <https://example.com/domjudge/team>.

The top of the page shows your team's row in the scoreboard: your position and which problems you attempted and solved. Via the menu you can view the public scoreboard page with the scores of all teams. Many cells will show additional “title text” information when hovering over them. The score column lists the number of solved problems and the total time including penalty time. Each cell in a problem column lists the number of submissions, and if the problem was solved, the time of the first

correct submission in minutes since contest start. This is included in your total time together with any penalty time incurred for previous incorrect submissions.

Optionally the scoreboard can be ‘frozen’ some time before the end of the contest. The full scoreboard view will not be updated anymore, but your team row on your overview page will be. Your team’s rank will then be displayed as ‘?’.

Finally, via the top menu you can also view the list of problems and view/download problem texts and sample data, if provided by the judges.

3.1 Possible results

A submission can have the following results (not all of these may be available depending on configuration of the system):

CORRECT

The submission passed all tests: you solved this problem! *Correct submissions do not incur penalty time.*

COMPILER-ERROR

There was an error when compiling your program. On the submission details page you can inspect the exact error (this option might be disabled). Note that when compilation takes more than 30 seconds, it is aborted and this counts as a compilation error. *Compilation errors do not incur penalty time. The administrator of the contest can change this scoring.*

TIMELIMIT

Your program took longer than the maximum allowed time for this problem. Therefore it has been aborted. This might indicate that your program hangs in a loop or that your solution is not efficient enough.

RUN-ERROR

There was an error during the execution of your program. This can have a lot of different causes like division by zero, incorrectly addressing memory (e.g. by indexing arrays out of bounds), trying to use more memory than the limit, reading or writing to files, etc. Also check that your program exits with exit code 0!

NO-OUTPUT

Your program did not generate any output. Check that you write to standard out.

OUTPUT-LIMIT

Your program generated more output than the allowed limit. The solution is considered incorrect.

WRONG-ANSWER

The output of your program was incorrect. This can happen simply because your solution is not correct, but remember that your output must comply exactly with the specifications of the judges. See [testing](#) below for more details.

TOO-LATE

Bummer, you submitted after the contest ended! Your submission is stored but will not be processed anymore.

The judges may have prepared multiple test files for each problem. DOMjudge will report back the first highest priority non-correct result as verdict. *Your administrator can decide on different priorities for non-correct results.*

4 Clarifications

All communication with the judges is to be done through clarification messages. These can be found in the right column on your team page. Both clarification replies from the judges and requests sent by you are displayed there.

There is also a button to submit a new clarification request to the judges; you can associate a specific problem or one of the general categories to a request. This clarification request is only readable for the judges. The judges can answer specifically to your team or send a reply to everyone if it is relevant for all.

5 How are submissions being judged?

The DOMjudge contest control system is fully automated. Judging is done in the following way:

5.1 Submitting solutions

With the `submit` program or the web interface (see [the section on submitting](#)) you can submit a solution to a problem to the judges. Note that you have to submit the source code of your program (and not a compiled program or the output of your program).

On the contest control system your program enters a queue, awaiting compilation, execution and testing on one of the autojudges.

5.2 Compilation

Your program will be compiled on an autojudge machine running Linux. All submitted source files will be passed to the compiler which generates a single program to run. For Java and Kotlin the given main class will be checked; for Python we do a syntax check using the `py_compile` module.

5.3 Testing

After your program has compiled successfully it will be executed and its output compared to the output of the judges. Before comparing the output, the exit status of your program is checked: if your program exits with a non-zero exit code, the result will be a run-error even if the output of the program is correct! There are some restrictions during execution. If your program violates these it will also be aborted with a run-error, see [the section on restrictions](#).

When comparing program output, it has to exactly match to output of the judges, except that some extra whitespace may be ignored (this depends on the system configuration of the problems). So take care that you follow the output specifications. In case of problem statements which do not have unique output (e.g. with floating point answers), the system may use a modified comparison function. This will be documented in the problem description.

5.4 Restrictions

Submissions are run in a sandbox to prevent abuse, keep the jury system stable and give everyone clear and equal environments. There are some restrictions to which all submissions are subjected:

compile time

Compilation of your program may take no longer than 30 seconds. After that, compilation will be aborted and the result will be a compile error. In practice this should never give rise to problems. Should this happen to a normal program, please inform the judges right away.

source size

The total amount of source code in a single submission may not exceed 256 kilobytes, otherwise your submission will be rejected.

memory

The judges will specify how much memory you have available during execution of your program. This may vary per problem. It is the total amount of memory (including program code, statically and dynamically defined variables, stack, Java/Python VM, ...)! If your program tries to use more memory, it will most likely abort, resulting in a run error.

creating new files

Do not create new files. The sandbox will not allow this and the file open function will return a failure. Using the file without handling this error can result in a runtime error depending on the submission language.

number of processes

You are not supposed to explicitly create multiple processes (threads). This is to no avail anyway, because your program has exactly 1 processor core fully at its disposal. DOMjudge executes submissions in a sandbox where a maximum of 64 processes can be run simultaneously (including processes that started your program).

People who have never programmed with multiple processes (or have never heard of “threads”) do not have to worry: a normal program runs in one process.

6 Code examples

Below are a few examples on how to read input and write output for a problem.

The examples are solutions for the following problem: the first line of the input contains the number of testcases. Then each testcase consists of a line containing a name (a single word) of at most 99 characters. For each testcase output the string Hello <name>! on a separate line.

Sample input and output for this problem:

Input	Output
3	Hello world!
world	Hello Jan!
Jan	Hello SantaClaus!
SantaClaus	

Note that the number 3 on the first line indicates that 3 testcases follow.

What follows is a number of possible solutions to this problem for different programming languages.

Listing 1: *A solution in C*

```
#include <stdio.h>

int main() {
    int i, ntests;
    char name[100];

    scanf("%d\n", &ntests);

    for (i = 0; i < ntests; i++) {
        scanf("%s\n", name);
        printf("Hello %s!\n", name);
    }
}
```

Listing 2: A solution in C++

```
#include <iostream>
#include <string>

using namespace std;

int main() {
    int ntests;
    string name;

    cin >> ntests;
    for (int i = 0; i < ntests; i++) {
        cin >> name;
        cout << "Hello " << name << "!" << endl;
    }
}
```

Listing 3: A solution in Java

```
// Note: do not use any 'package' statements

import java.util.*;

class Main {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        int nTests = scanner.nextInt();

        for (int i = 0; i < nTests; i++) {
            String name = scanner.next();
            System.out.println("Hello " + name + "!");
        }
    }
}
```

Listing 4: A solution in Kotlin

```
// Note: do not use any 'package' statements

import java.util.*

fun main(args: Array<String>) {
    var scanner = Scanner(System.`in`)
    val nTests = scanner.nextInt()
    for (i in 1..nTests) {
        System.`out`.format("Hello %s!\n", scanner.next())
    }
}
```

Listing 5: A solution in Python

```
import sys

n = int(input())
for i in range(n):
```

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```
name = sys.stdin.readline().rstrip('\n')
print('Hello %s!' % (name))
```

Listing 6: A solution in C#

```
using System;

public class Hello
{
    public static void Main(string[] args)
    {
        int nTests = int.Parse(Console.ReadLine());

        for (int i = 0; i < nTests; i++) {
            string name = Console.ReadLine();
            Console.WriteLine("Hello "+name+"!");
        }
    }
}
```

Listing 7: A solution in Pascal

```
program example(input, output);

var
    ntests, test : integer;
    name         : string[100];

begin
    readln(ntests);

    for test := 1 to ntests do
        begin
            readln(name);
            writeln('Hello ', name, '!');
        end;
    end.
end.
```

Listing 8: *A solution in Haskell*

```
import Prelude

main :: IO ()
main = do input <- getContents
         putStr.unlines.map (\x -> "Hello " ++ x ++ "!").tail.lines $ input
```

7 Improvements to DOMjudge

The DOMjudge team would like your feedback. We do not receive much feedback from participants. If you find something lacking or have improvement ideas, please report them. See <https://www.domjudge.org/development>.