LAUCPC 2018

Contestant's Guide

Background

LAU Collegiate Programming Contest (LAUCPC) is part of the International Collegiate Programming Contest (ICPC). It is held in preparation for the Lebanese Collegiate Programming Contest (LCPC) which takes place on a national level and in turn qualifies contestants to the Arab regionals.

Contest Objectives and Opportunities

These contests aim to test participants on their problem solving skills as well as their ability to develop efficient solutions in a timely manner. They are highly regarded by top companies and recruiters often contact the highest ranking teams for job and internship opportunities. Through LAUCPC in previous years, certain students were even contacted by Google recruiters.

Times and Location

- **Date:** Saturday March 24th
- **Location:** Sage 101 and 110, Beirut campus
- **Arrival time:** 9:00 a.m.
- **Contest start time:** 10:00 a.m.
- **Duration:** five hours
- **Announcement of results:** 4:00 p.m.

Rules

- Participants are expected to form teams of three.
- Each team is assigned only one PC. Any other electronic devices are prohibited in the contest and internet access is not allowed.
- Teams may bring along any printed material provided they submit it before the start of the contest.
- Solutions are to be submitted in Java or C++.

Solution Evaluation

- Contestants submit their solutions through PC^2, which runs the submitted program against a number of test cases.
- Possible responses include:
  - Wrong Answer; the team probably misinterpreted or missed some aspect of the problem
  - Time Limit Exceeded; the team likely chose a suboptimal solution that made the running time longer than it needed to be
  - Runtime Error; the solution causes runtime exceptions on certain input
  - Accepted; the solution was correct!
- Contestants may submit any number of times for the same problem. However, incorrect submissions will cause a penalty in their score **if the problem was later accepted.**
- The time of acceptance is factored in when calculating a team's score.

Balloons

- For each problem, there is an associated balloon color indicated in the problem description.
- In the first four hours, each team that successfully solves a problem will be awarded a balloon with its corresponding color.
- The final hour is considered a "blind hour" where teams cannot know each other's status. Balloons will not be given out on correct solutions and the scoreboard will be frozen.

Preparation

There is a great number of online resources for preparing. Codeforces and TopCoder provide problems in various levels of difficulty with an online judge system that evaluates coding solutions. They even offer the chance to participate in contests so as to compare one's performance in relation to other users.

Codeforces - LAU CS Club

- Codeforces CS Club group members can:
  - Access practice problems prepared by club members
  - Be notified of and participate in contests between members
- Interested contestants should send their Codeforces username to computerscience.club@lau.edu.lb

Registration

- Registration is done through the following link: https://icpc.baylor.edu/regionals/finder/laucpc-2018
- Each participant is expected to have an ACM account in order to register.
- For each team, all members must complete the registration. One team member is designated as the coach.