How to use DOMjudge contest system

In the contest, we will use DOMjudge[*1] 8.2.3 as the judge system.

In the following explanations, the screenshots and texts may slightly differ from the actual interface.

1. Log in to the System

The organizing committee will announce the URL for the contest system in advance. You can access this URL about 30 minutes before the contest starts.

1. When you open the URL, you will see the following screen. Click the `Login` button at the top right corner to see the login screen.
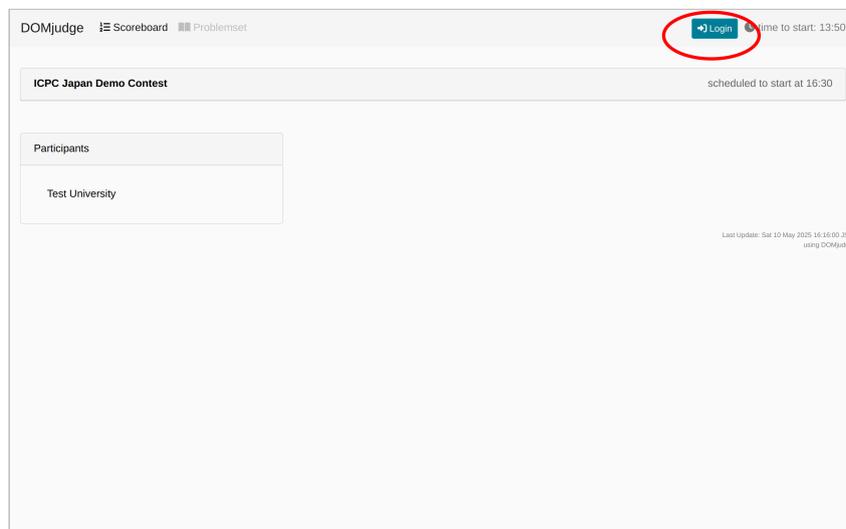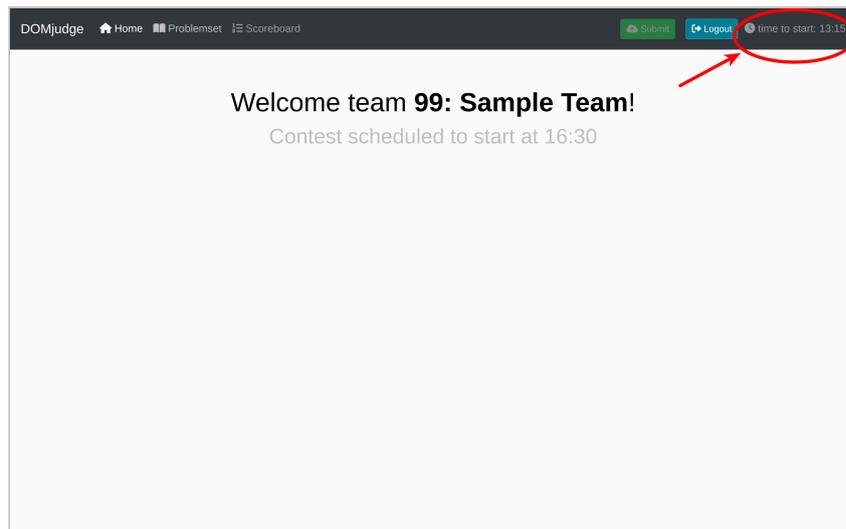

2. Enter the username and the password for your team login, and click the `Sign in` button. The username and the password will be sent from the organizing committee.
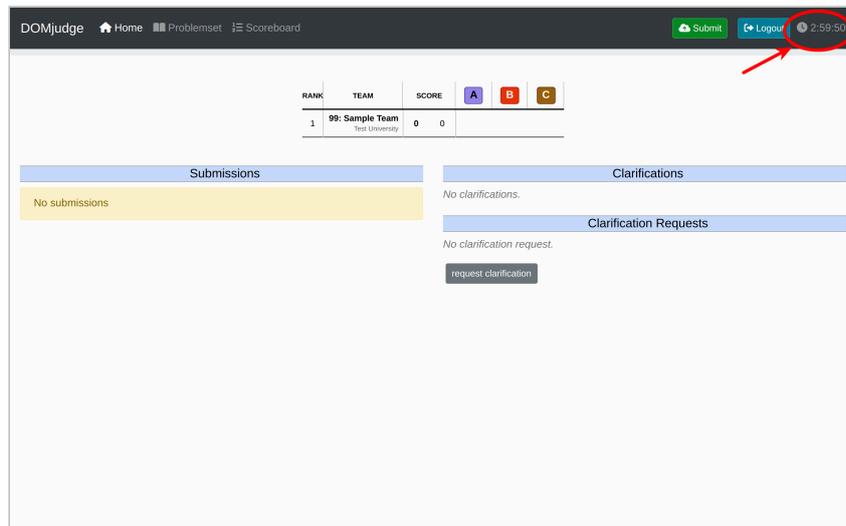

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1. https://www.domjudge.org/
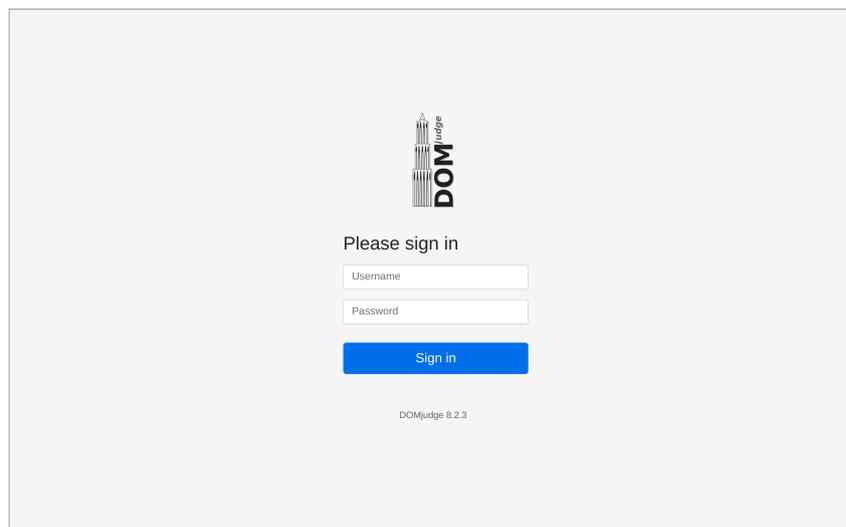
3. If the login is successful before the contest starts, you can see a countdown to the contest start.

4. When the contest starts or if you log in after the contest starts, you will see a team page as follows. You can see the contest remaining time at the top right corner.

If you need to change browsers during the contest, please log in again. The status, such as submissions and clarifications, will be carried over. If you want to log in again for other reasons, log out once with `Logout` at the top right of the screen, and then start over from the beginning.

2. Download Problem Statement and Sample Input/Output

In this contest, a PDF file containing all the problem statements will be provided. The organizing committee will announce the file URL in advance, and it will be accessible after the contest starts. The same URL will be notified in the `Clarifications` section below after the contest starts.


1. You can download a problem statement for each problem by clicking the problem number at the center of the team page. This file contains the problem statements in both Japanese and English.

2. Also, by clicking `Problemset` at the top of the screen, you can see a list of problems. On this page, you can access a problem statement, a zip file containing sample data, and a submission dialog for each problem.
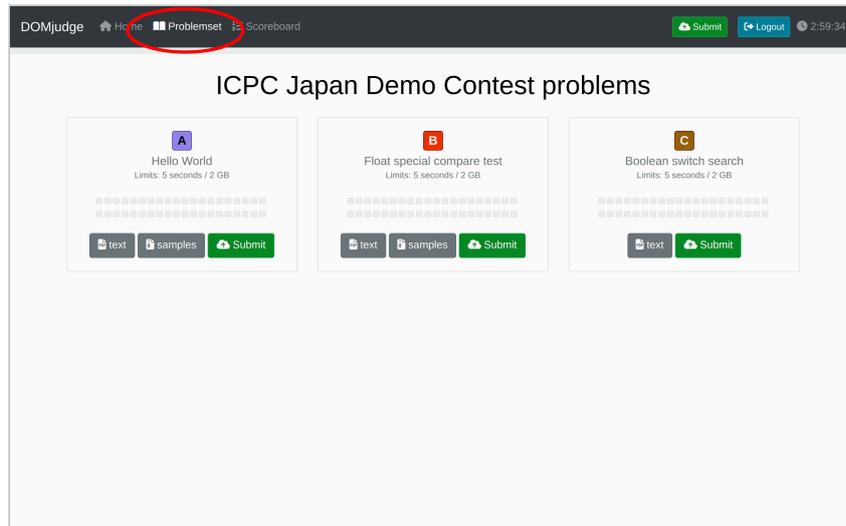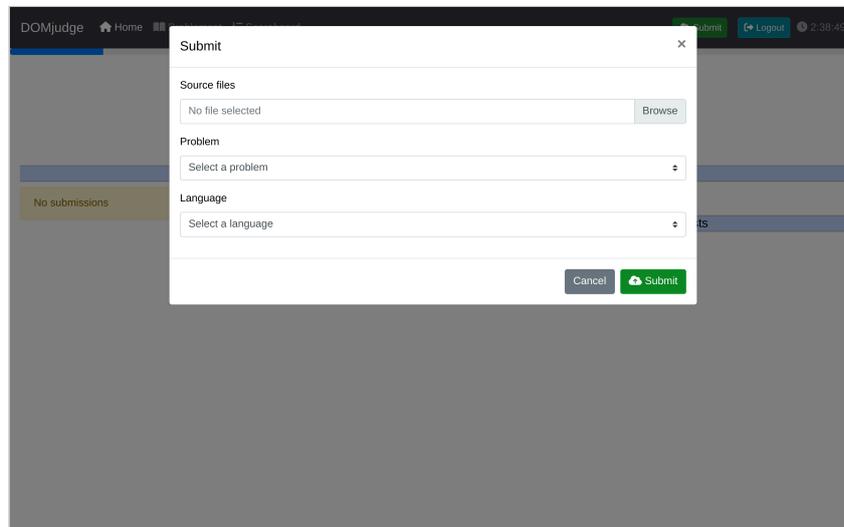

3. Submit

1. To submit, click the `Submit` button at the top right corner of the screen. A submission dialog will appear.
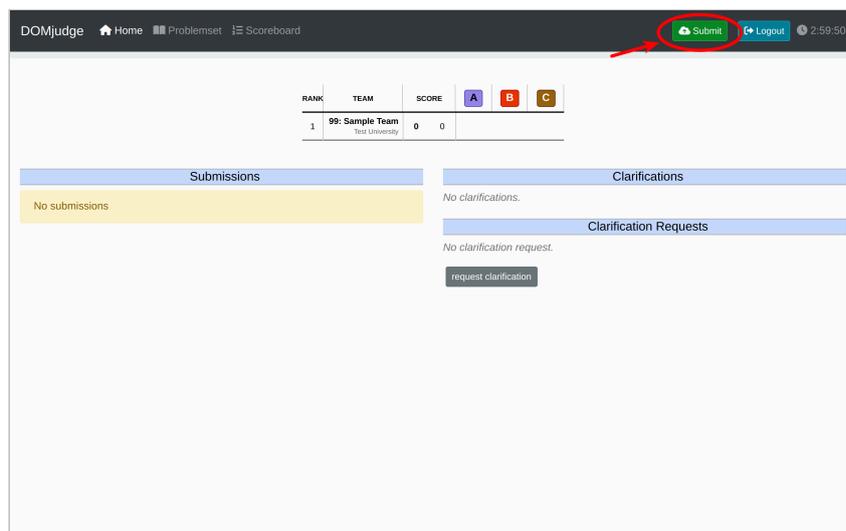
2. Select source files and a problem you want to submit. The language is automatically detected from the file extension, but please make sure it is correct before submitting. Then, click the `Submit` button at the bottom right of the dialog. You can include multiple source files in a submission by holding the key while selecting the files. [*2]

3. You can see submission results in the `Submissions` section of the team page. When you submit, it will be shown as `PENDING`, which means that the system is judging your submission.

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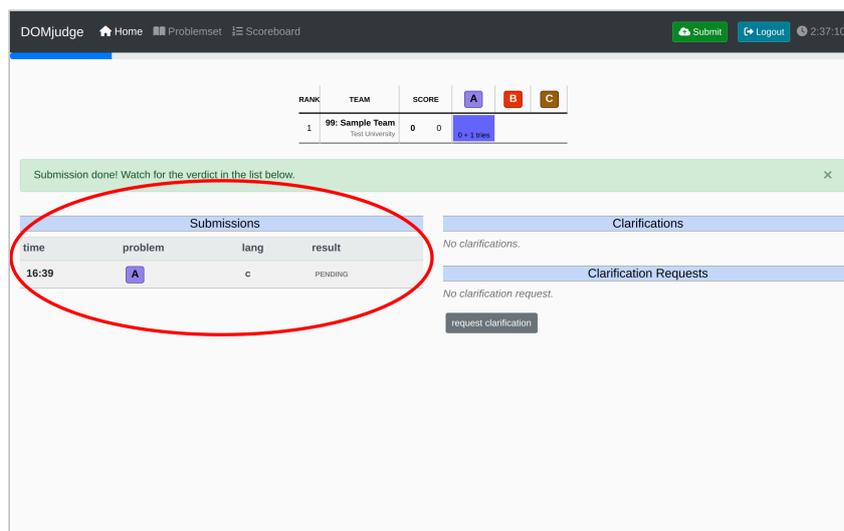
2. If you use Mac, the `Command` key can be used instead of `Ctrl` key. This may be different depending on the environment.

4. When the judging completes, the result is updated on the team page. If the submission is judged to be correct, `CORRECT` will be shown.

5. If the output of the submitted program is incorrect, `WRONG-ANSWER` will be shown. Other judging results, such as `TIMELIMIT` and `COMPILER-ERROR`, may be shown. Depending on the result, you may see the details by clicking the corresponding row. See the "Judging Details" document for more information on submission results.

4. Ask Clarification Questions to the Judges

The `Clarifications` section of the team page shows messages and announcements from the judges.
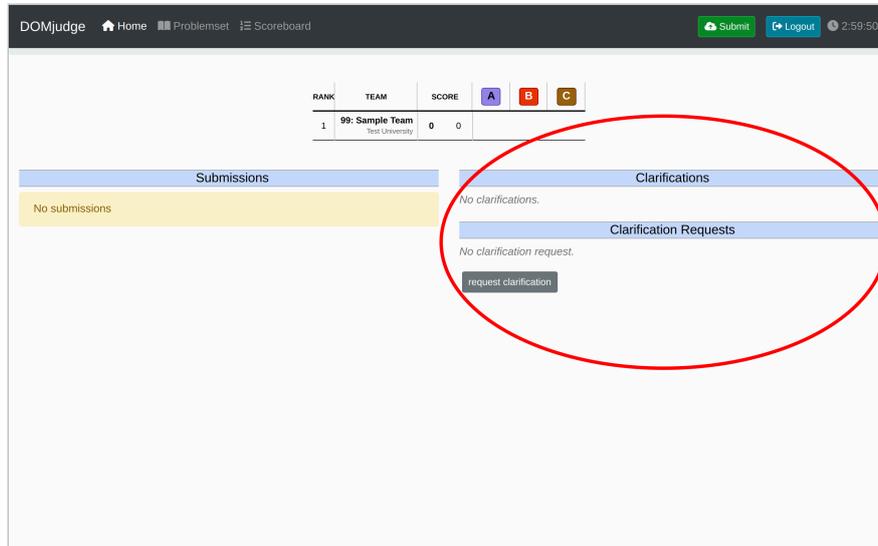
If you have questions about ambiguities or potential issues in a problem statement during the contest, you can use the "Clarification" system to communicate with the judges.

- Before submitting a question, please carefully **re-read** the relevant problem statement.

- Clarification requests should focus on understanding the problem statement (e.g., "Is input X always positive?", "What does 'adjacent' mean in this context?"), not asking for hints ("How do I solve this?") or debugging help ("Why is my code getting a Wrong Answer?").

You can ask a question with the following steps.

1. Click the `request clarification` button. A dialog to send a question will appear.

2. Select an appropriate `Subject` from the options and write your question in `Message` . When finished, click the `Send` button.

In this contest, please ask questions in Japanese or English.

Questions you send will be shown in `Clarification Requests` until an answer is received. After you receive the answer, it will be shown in the `Clarifications` section. Note that answers from the judges may be sent only to your team, or they may be made public to all participating teams.

5. Scoreboard

You can view the current scoreboard by clicking `Scoreboard` at the top of the screen.

The scoreboard shows the current submission status of each team. Each row represents the status of each team. The score column has two numbers:

- The number of problems solved correctly.

- The sum of the time to the first correct answer for each solved problem plus penalties. See the "Judging Details" document for information on penalties.

For each problem, the following numbers are listed:

- The number of submissions.

- The time of the first correct submission since the contest starts (in minutes) if the problem was solved.