

Open programming contest competition guide

Organization of the competition

- The open competition takes place via the testing server found at <https://eio.ee>. There, participants can register for the competition; from there they can get the problem statements, input and output examples, and other supporting files, and submit their solutions there for evaluation.
- Registration and a practice round with training tasks open on 28 September. Registration remains open until the end of the competition. We recommend registering in good time before the competition starts (accounts registered in previous years are not valid), checking immediately that your username and password are valid, and familiarizing yourself with the guide materials available on the server.
- The problem statements will be made available to participants on 5 October at 00:00. Solution submission is closed on 11 October at 24:00. The problem statements are provided to all participants generally in Estonian and English.
- Participants may submit clarifying questions about the problem conditions via the server. Organizers may refuse to answer questions whose answers are in the problem statement or which are not important from the standpoint of solving the problem.
- In each task, the best submitted solution counts. For tasks with subproblems, the final result is the sum of the best achieved result for each subproblem.
- In the open competition, participants may use literature and other reference materials when solving the tasks, but each participant must compose their own solutions. The competition is individual; teamwork is not allowed. Also, it is not allowed to ask for direct help from external sources (including forums) about the task content, or to use large language models (ChatGPT etc.). The jury has the right to remove works with suspected plagiarism from the competition. The jury also has the right, as part of random checks, to ask students to explain their solutions and the solution process in a video call.

Requirements for programs

- Each task solution must be entirely in a single file and may use only the standard tools of the programming language. The official programming languages of the competition are C++ and Python.
 - If you use special characters in the program text (or also in comments), then the file must be saved in UTF-8 encoding (on Linux and macOS operating systems this is generally selected by default; on Windows it depends on the text editor). Otherwise, there may be errors during compilation of the solution on the server, because the server always uses UTF-8 encoding.
 - In a Java program, the class containing the main method must have the short name of the task (for example, if the task name is “Sorting (sort)”, then the class name must be sort, similarly with lowercase letters). In addition, you may not use the keyword package in the program, and the file must not contain any other class with public visibility. Otherwise, the testing system will not accept the solution.
- The program must read the input data from standard input and write the answer to standard output; error output is not considered during testing.
 - Input-output type errors and how to avoid them: <https://eio.ee/KKK/StdIO>.
 - The program does not need to check that the input data complies with the conditions given in the task statement; for testing, only correct initial data is used.
 - All lines of the input (including the last one) end with a line break.
 - The program must output the answer exactly in the form described in the task statement.
 - Outputting 64-bit numbers in C and C++ programs: <https://eio.ee/KKK/Int64>.
- Unless otherwise stated in the task, only the program’s output is evaluated, not its source code.
- The program must finish its work within the allotted time.
 - If one time limit is given in the task statement, it applies to all solutions.
 - If two time limits are given in the task statement, the first applies to solutions in compiled languages (C++, C, Java, . . .) and the second to solutions in interpreted languages (Python, JavaScript, . . .).
- The program is allowed to use up to 256 MB of memory, unless otherwise stated in the task conditions.