

LAPTOP USE

Logging in: Your username is “team” and your password is “NMU2012”

Editing: The laptop is set up to use the TextPad editor. You can also probably use NotePad or WordPad if you want to, but TextPad is convenient. Just click on the TextPad icons, or on any text files you want to edit to enter the program.

TextPad is a point and click editor, just like any other. You can save the programs anywhere you like; the Desktop is fine, for example. There are no weird object libraries or anything else you have to load. You can just edit and compile raw text files.

Java programs should be called “prob*.java”, C programs should be called “prob*.c”, C++ programs should be called “prob*.cpp”, C# programs should be called “prob*.cs”. * is the integer between 1 and 6 corresponding to the problem you are solving. (Note that they are NOT called “prog*”!)

Compiling: When you are ready to compile your code, use either Compile Java, Compile C, Compile C++, or Compile C# from the Tools menu. If your Java or C# code is split among several files, run the compiler on the main class. If your C/C++ code is split among several files, you will need to compile your code with a Makefile, and the make utility is also present in the Tools menu.

Alternatively, you can compile your code from the DOS prompt if you prefer. jcompile is the Java compiler, gcc is the C compiler, gpp is the C++ compiler, csc is the C# compiler, and make runs the make utility.

Your final compiled Java program should be called “prob*.jar”; your final compiled C/C++ program should be called “prob*.exe”. (If you have used Java in previous contests, notice that this year you should not have half a dozen .class files; however complex your Java code is, it will compile to a single .jar file!)

Executing: You can execute your program from the Tools menu in TextPad as well. Make sure your main class is the active file in TextPad when you click on Execute, and it should work fine. Alternatively, you can just click on the executable's file icon (either .exe or .jar) straight from the Desktop, and that should work, too.

Submitting: When you submit your solution, submit the EXECUTABLE only! NOT the source code! Thus you will submit only one file, either “prob*.jar” or prob*.exe”. To do this, transfer the file to the flash drive and give it to a runner along with a piece of paper stating your school, your team name, and the problem you are attempting. The runner will give you a blank flash drive in return.

Input and Output: All input should be read from “prob*.in”. All output should be written to “prob*.out”. There is sample code on the Desktop to give you an idea of how to do this.

Documentation: The Java documentation is on the Desktop as well as some C/C++ documentation. You have access to the full Java API, the C standard libraries, and the C++ STL.

Please test your laptop prior to the beginning of the competition to make sure it all works perfectly.