LAPTOP USE

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", Python programs should be called "prob*.py". * is the integer between 1 and 6 corresponding to the problem you are solving. (Note that they are NOT called "prog*"!)

Compiling: The compilers can be found from the Tools-->External Tools menu.

Java/Kotlin: Be sure your main class (prob*.java or prob*.kt) is selected in the window. Java (or Kotlin Compile will compile the main class and all other relevant Java (or Kotlin) files in the folder and makes an executable called prob*.jar. This can be executed with Java/Kotlin Execute (by selecting the main class).

C/C++/C#: If your program consists of a single source file, you can compile it with the appropriate tool. If you have split your code into multiple source files, place these files together into a folder, and select the option to compile everything in the folder. Make sure your main file (prob*.c, prob*.cpp, prob*.cs) is selected in the window when you compile everything. The executable (prob*.exe) generated can be run from the Tools menu or double-clicked from the Desktop.

Python: Python is an interpreted language, so all you have to do is make sure your python file is selected in the window and then just execute the python file from the Tools menu.

Submitting: When you submit your solution, submit the EXECUTABLE only! NOT the source code! Thus you will submit only one file, either "prob*.jar", prob*.exe", or "prob*.py". To do this, transfer the file to the flash drive and give it to a runner along with a slip stating your school, your team name, your room number, 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: There are gobs of language documentation on the Desktop.

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