UIL Computer Science
Programming Contest
<u>Installation of the Judging Environment</u>

Introduction: These instructions are for the installation of the judging environment for the UIL Computer Science programming contest. You are not required to use the provided judging environment. It is provided as one option for contest directors to choose from, and can be a good solution for directors and schools that are new to judging a computer programming contest.

Please note, computers and computer systems vary widely. Depending on your school's computer systems and installed security measures, you may have to perform slightly different steps. **It is strongly suggested that the judging environment be installed and tested prior to the day of the contest in case you encounter difficulties. You may encounter difficulties installing and running bat files depending on the security measures in place on the computer you are using.** Please consult your campus computer / information technology expert if you encounter difficulties.

Number of Judging Stations: You should install the judging environment on each computer that will be used for judging. It is not installed on contestants' computers. You should have 1 judging computer for every 3 teams in the programming contest. For 8 teams, 2 to 3 judging stations should be sufficient.
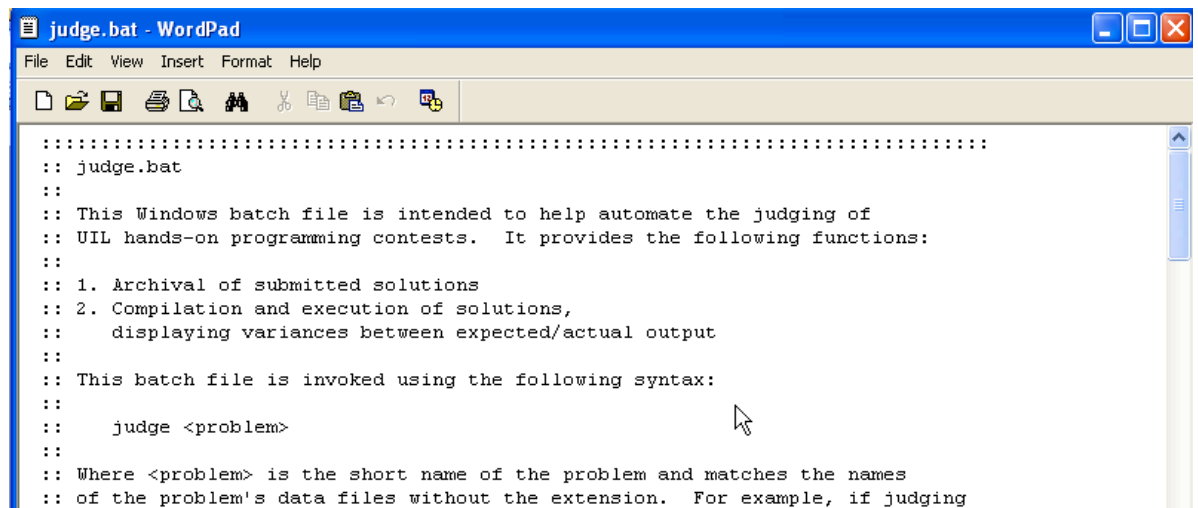
Installation Steps:

1. Create a folder at the top level of your C drive named `UILProgramming`.

2. Inside your downloaded package for Computer Science is a folder labeled `InstalledFiles`. Open this folder and copy all of its contents to the `UILProgramming` folder you created.

3. Follow the instructions provided for running the judging environment.

NOTE: The `judge.bat` program that has just been installed may need to be altered depending on what system you plan to use for judging. Sites using the judging environment will typically have teams submit solutions on USB flash drives. You may alter `judge.bat` to read from those drives, but a better solution is to copy solutions from those drives to a folder on your computer and judge them from there. The example assumes contestants' solutions will be copied into a folder on the computer's hard drive named `C:\UILSolutions`. This is also the default value for the `FLOPPY` variable in the `judge.bat` program, so if you use `C:\UILSolutions` you will not need to make changes to judge.bat.
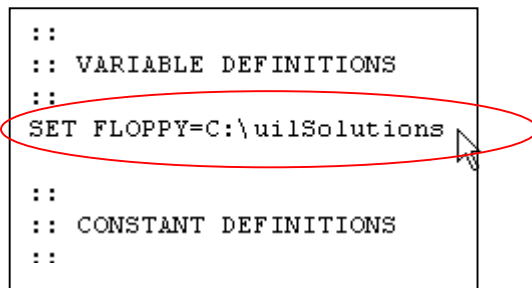
To alter `judge.bat` follow the instructions below:

a. You may use a word processor to make changes to `judge.bat` but you must save the file in plain text format and maintain the `.bat` file extension. This example uses the Windows WordPad program. *NotePad on Windows is often the easiest program to use.*

```
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
:: judge.bat
::
:: This Windows batch file is intended to help automate the judging of
:: UIL hands-on programming contests.  It provides the following functions:
::
:: 1. Archival of submitted solutions
:: 2. Compilation and execution of solutions,
::    displaying variances between expected/actual output
::
:: This batch file is invoked using the following syntax:
::
::    judge <problem>
::
:: Where <problem> is the short name of the problem and matches the names
:: of the problem's data files without the extension.  For example, if judging
```

b. To change the location the judging program reads contestants' solutions from find the line in `judge.bat` that reads "`SET FLOPPY= C:\UILSolutions` " Change the "`C:\UILSolutions` " to the new location.

```
::
:: VARIABLE DEFINITIONS
::
SET FLOPPY=C:\uilSolutions

::
:: CONSTANT DEFINITIONS
::
```

c. Save the altered `judge.bat` file. You would have to copy contestant solutions into the `C:\UILSolutions`, or whatever other location you've defined, in order to run the judging program.

d. Repeat these steps for all the computers that will be used as judging stations for the contest.