Setting up and Using Topcoder Applet (Practice Problems and SRMs) + KawigiEdit Plugin

This guide will explain you to do the following :

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Setting up the Applet

- First you have to have JRE (Java Runtime Environment).You can Download the latest version from here http://java.com/en/download/index.jsp
- Follow this guide to setup the environment for Java.
- Download the Topcoder Applet from here http://topcodr.co/javaarena
- It's preferred that you move the downloaded file to a folder of its own. Lets call it "Topcoder Applet".
- Click on the file to Launch The Applet.

Java Security Warning!

If you get security warning - After installing Java add the Topcoder to exception list:

Windows: Control Panel ➡ Java ➡ Security ➡ Exception List
OSX: System Preferences ➡ Java ➡ Security ➡ Exception List
Linux, UNIX, Solaris, FreeBSD: Open a terminal
Execute the following command: /usr/bin/jdk1.8.0_05/bin/ControlPanel
Replace /usr/bin/jdk1.8.0_05 by the path of your Java installation.

Here is the exception list you have to add:

http://topcoder.com

http://www.topcoder.com

http://arena.topcoder.com

https://topcoder.com

https://www.topcoder.com

https://arena.topcoder.com

Once done try opening the Topcoder Applet again

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● Enter your TopCoder Handle (username) and Password.

● You should see the following Screen if you logged in correctly

Setting up KawigiEdit Plugin

This Plugin is very useful and saves a lot of time during contests (SRMs) (Time = Score)

Topcoder doesn't depend on standard IO as (uva-spoj-codeforces), it depends on a function inside a class, this function takes the parameters as the input, and returns the output

Luckily, KawigiEdit does most of this for us, choose on your prefered language from above (c++ in our case), and get back to the code area down.

We'll only discuss some of its features and how to Set it up

- Download the plugin : http://topcoder.yajags.com/KawigiEdit_2.1.jar
- It's preferred that you put the file in the same directory of the Arena (in the "Topcoder Arena" Folder)
- Start the Topcoder Arena applet (if it's not already running).
- From the Options menu, choose "Editor".The Editor Preferences dialog should come up.
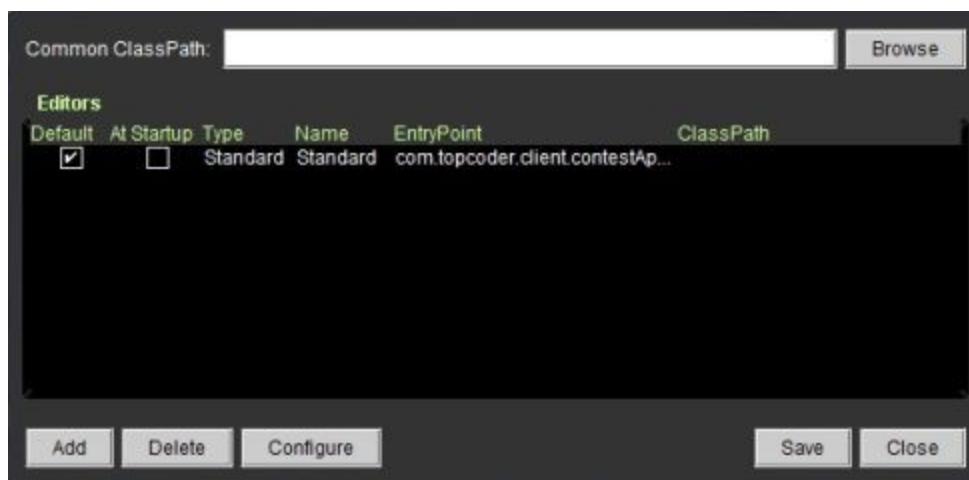
- Click on the "Add" button. A dialog titled "Enter Plugin Information" should pop up.
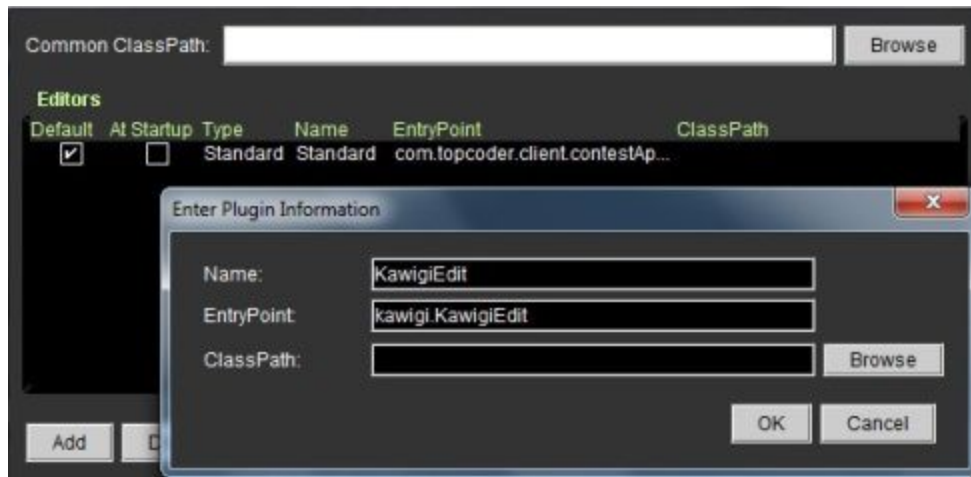
- Fill in the fields with the following
  - Name : "KawigiEdit"
  - EntryPoint : "kawigi.KawigiEdit"
- Click On Browse and Navigate to "Topcoder Applet" Folder and Select The KawigiEdit_x.jar file
- Click Ok and return to the Editor Preferences Dialog.
- Check On the Default Box of the KawigiEdit instead of the Default .
- Click Save and Close.
- Congratulations , you have your KawigiEdit.

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Joining an Active SRM

SRMs are scheduled in TopCoder, you can join anyone **but you have to register in it before it starts**

Please register 5 mins before the SRM to make sure you are set

To register:

- From the top menu choose Active Contests.
- Select the SRM
- Click On Register

When the SRM begins Enter it

- From the top menu choose Active Contests.
- Select the SRM
- Click On Enter

The SRM consists of 4 Phases

1. Coding Phase : In this phase you'll be solving the problems just as mentioned above in the practice
2. Intermission : 5 minutes to take your breath
3. Challenge Phase: You can challenge others code with a test case that you think his code would fail, you get score if the challenge succeeded else you lose score
4. System Testing Phase : Topcoder System will run extra test cases on all participants' code
5. After the system tests finishes go to Tools > Room Summary to see if your code passed

Practice Problems in previous SRMs

- Open the Applet, from the top menu choose practice problems then choose SRMs
- For example we'll open the SRM 575 Div2
- Here is what you should see

- Every Room has 3 problems sorted by their difficulty.
- To Open a problem , from the select menu click on the 250 problem for example.
- The Problem will open in a new window
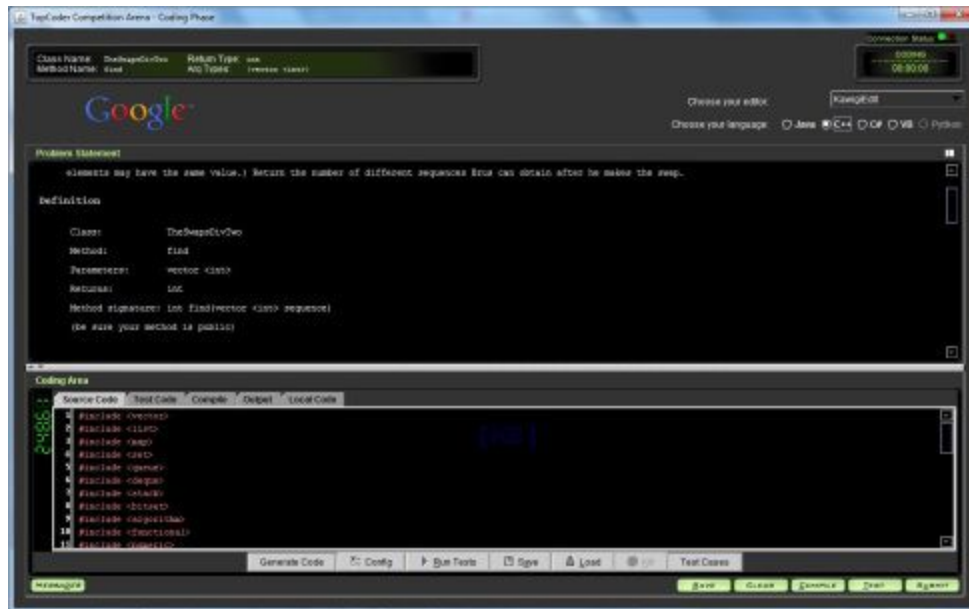
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- The problem statement, is composed of
  - Problem Statement
  - Definition (KawigiEdit handles most of it)
  - Constraints : the limits of the input && || other specifications of the input
  - Examples
- Topcoder doesn't depend on standard IO as (uva-spoj-codeforces), it depends on a function inside a class, this function takes the parameters as the input, and returns the output
- Luckily, KawigiEdit does most of this for us, choose on your prefered language from above (c++ in our case), and get back to the code area down.
- You'll find that KawigiEdit made most of the code for you ,all needed #include , the class , the function in it. All you have to do is to solve the problem inside the function and return the result at last.
- If you are done with your solution and want to test it, there are 2 ways, one that involves using g++ , and the other one using Visual Studio or Code::Blocks or any c++ IDE .
- We'll be using the second one
  - Open Code::Blocks and create an empty c++ project and make a cpp source file
  - Copy The source Code from the KawigiEdit to VS.
  - Back to the KawigiEdit open the Test Code tab.
  - Copy the code in it and add it to the code in VS.

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○ Run The program ,and this is how it should look like
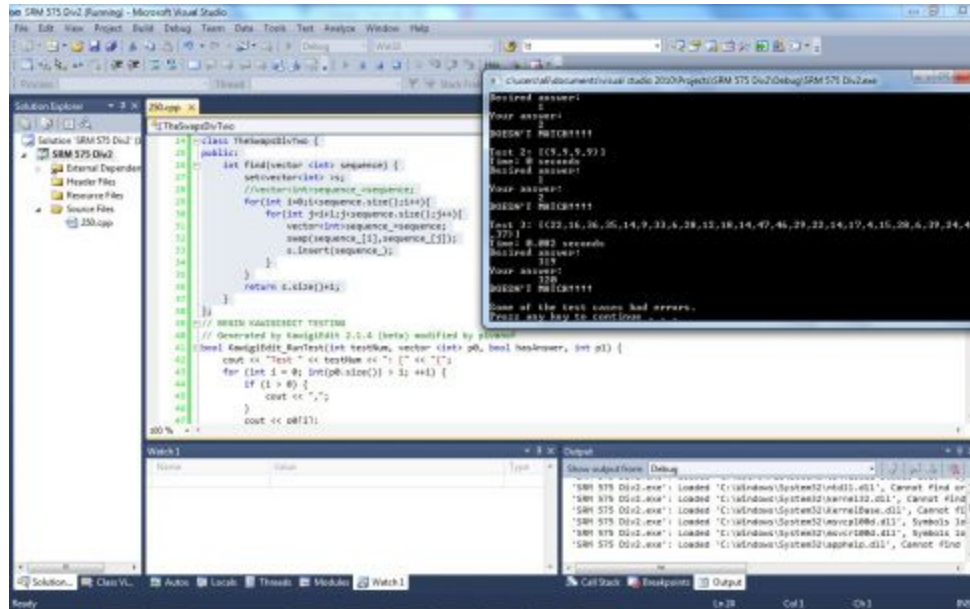
- It will run the tests for you and will tell you if you have any problem with any sample test cast.
- The highlighted code,is the code you are going to submit + the includes above.
- Back to the problem window ,to submit your code click submit and you are done
- you may want to compile your code first to make sure you don't have any errors.