Important Contest Instructions!!

Please read the following instructions carefully. They contain important information on how to package and submit your solutions to the judges. If you have any questions regarding these instructions, please ask a volunteer before the start of the contest.

Program Input/Output:
Programming tasks that require interaction with the program should prompt for user input to the screen (STDOUT) and read input from the keyboard/screen (STDIN).

For non-interactive tasks, you will have two options for reading the input data. Sample data for some problems will be provided to you in a file named **probXX.txt**, where 'XX' is the problem number.

Your solution may read the input from the file probXX.txt programmatically—that is, using the File I/O constructs of your programming language.

Most problems will accept input directly from the keyboard (STDIN) instead of performing file operations. For programs with large inputs, this can become very tedious. However, an easy way to enter large amount of data is by redirecting the contents of a file to your program at runtime. For example, a file named **prob01.txt** can be redirected to STDIN of your program using syntax like this:

```
%> java prob01 < prob01.txt
%> java –jar js.jar prob01.js < prob01.txt
%> python prob01.py < prob01.txt
%> prob01.exe < prob01.txt
```

In this example you are executing prob01 and sending the contents of the file prob01.txt to the STDIN of your program. Your program should behave exactly as it would if you were typing the input at the keyboard.

> *Tip: When entering input directly from the keyboard, type 'Ctrl-Z' <return> to signal the end of input to your program.*

All program output should always be sent to the screen (STDOUT).

Submitting your Programs

Interpreted Programs (JAVA, JavaScript, Python). Your program must be named probXX.java / probXX.js / probXX.py, where 'XX' corresponds to the problem number. Please submit only the source (.java, .js or .py). For java, the main class must be named probXX. Note the capitalization. All main and supporting classes should be in the default (or anonymous) package.

Native Programs (**C. C++, etc).** Your program should be named probXX.exe, where 'XX' corresponds to the problem number.

> **You are <u>strongly</u> encouraged to submit Problem #0 (on the next page) <u>prior</u> to the start of the competition to ensure that your build environment is compatible with the judges'.**

Introduction

The sole purpose of this problem is to allow each team to submit a test program to ensure the programs generated by their computer can be judged by our judging system. Each team is **strongly** encouraged to submit this problem **prior** to the start of the competition – hey, it's basically a free point!

Your task for this test program is to write the classic "Hello World!" program with a slight twist. Simply print "16 Great Years of CodeWars!" to the screen.

Sample Output

```
16 Great Years of CodeWars!
```