

H P C O D E W A R S X V I I

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

HP CODE WARS XVII

In the tradition of grand sporting events everywhere, such as the recent Winter Olympic Games, this year the HP CodeWars team has [virtually] constructed its own HP CodeWars Arena! Your challenges will be spread throughout the arena and the surrounding countryside. You will [virtually] travel to each event and proceed to solve each problem, gaining the posted number of points for each successful completion. The events are numbered approximately in order of increasing complexity. You do not need to solve every problem.

problem 0
**Let the
Games Begin**
1 point

To get things started, you confidently, eagerly, enthusiastically, [virtually] race to the starting line. There you discover the first event is already open, awaiting your solution. For this one problem, you may submit your answer before the official contest time begins!

Input

[There is no input for this program.]

Output

Simply print the sentence below, replacing XXXX with your team number.

```
Team XXXX is ready for HP CodeWars 17!
```

HP CODE WARS XVII