



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 each problem will be provided with your packet in a file named **ProbXX.in**, where 'XX' is the problem number.

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

You may also 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.in** can be redirected to STDIN of your program using the syntax below:

```
%> java Prob01 < Prob01.in
OR
%> prob01.exe < Prob01.in
```

In this example you are executing Prob01 and sending the contents of the file Prob01.in 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 Problems

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

Interpreted Programs (JAVA). Your main program should be named ProbXX.class, where 'XX' corresponds to the problem number. Note the capitalization. All main and supporting classes not packaged as a .jar file should be in the default (or anonymous) package. When submitting your problems, all files should be placed (flat) in the root directory of your floppy disk.

You are strongly encouraged to submit Problem 0, found on the next page, to ensure your build environment is compatible with the judges'.



Test Problem – Hello World!

Problem #0
Novice / Advanced
1 point

C programmers: your program name must be: prob00.exe
JAVA programmers: your program name must be: Prob00.class

Task Description

To allow each team to submit a test program to ensure the programs generated by their computer can be judged by the judges. Each team is encouraged to submit this problem prior to the start of the competition.

Your task for this test program is to write the classic “Hello World!” program. Simply print “Hello World!” to the screen.

Program Output

```
Hello, World!
```