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bfs(competitive_programming)
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# Introduction to Competitive Programming

## Get started with competitive programming - part 3

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# Outline

- 1 Verdicts
- 2 Beginner tips
- 3 Conclusion

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- 1 Verdicts**
  - Evaluation
  - Types of verdicts
- 2 Beginner tips
- 3 Conclusion

# How programs are evaluated

- Problem setter uploads inputs and expected correct output

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- Problem setter uploads inputs and expected correct output
- Programs are run against the inputs and compared to the expected output
- Some program have multiple correct output - they are handled by a custom checker

# Accepted (AC)

- Congrats! your solution is correct



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- Congrats! your solution is correct
- Your program outputs the expected answer for each test input

# Wrong Answer (WA)

- Oops! your solution is wrong

## Wrong Answer (WA)

- Oops! your solution is wrong
- For some test input your program does NOT output the expected output

## Wrong Answer (WA)

- Oops! your solution is wrong
- For some test input your program does NOT output the expected output
- Check for special conditions (edge cases)

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- Your program took more time than the time limit on some test input
- Your solution may or may not be correct
- Stress tests - for large values of input. Check the constraints
- Optimize the implementation
- Need more efficient solution

# Runtime Error (RTE)

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# Runtime Error (RTE)

- Your program crashed while running on a test input
- FPE - Divide by zero
- Segmentation fault - accessing values outside allocated memory
- Assert failure

# Other verdicts

- Memory limit exceeded

## Other verdicts

- Memory limit exceeded
- Compile error

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- Memory limit exceeded
- Compile error
- Presentation error



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# Beginner tips

- Take your time
- Solve LOTS of problems
- Learn from others' code
- Learn your programming language well
- Test on atleast few more tests other than just samples
- Make a list of your coding errors

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# Thank you

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