

Rules summary of IV Olympiad of Metropolises in Informatics

1. Competition consists of two rounds that will be conducted on September 3 and September 4. The basic duration of each of the rounds is five hours, but it may be decreased or increased by the decision of the jury or the organizing committee.
2. Each round features 4 problems. Each problem is graded with an integer number of points from 0 to 100. The results of evaluation of each of participant's submissions will be available during the contest. The exact time it will take is not specified and is considered as "best effort". However, in practice it typically won't exceed 5 minutes.
3. The exact scoring rules for evaluation of each particular problem are given in the problem statement.
4. Each group of tests is judged only till the first failed test. In other words, the judging process on some tests won't take place if the remaining tests can't affect the submission score.
5. The number of submissions is limited by 500. The size of each submission should not exceed 64 KiB.
6. The score of a participant is defined as the sum of his scores in each of the problems.
7. The score for the problem is defined as the **maximum** of the scores of individual submissions.
8. The number of submissions and their submission times **do not affect** the score and **will not** be used as a tie-breaker.
9. Jury guarantees that there exists a solution written in C++ that passes all tests and satisfies time and memory requirements.
10. All questions regarding problem statements should be addressed to the judges via a clarification interface in the testing system.
11. During the competition you are not allowed to use any printed or hand written materials. You are not allowed to use any electronic devices except your laptop.
12. Some reference documentation for several programming languages can be found in a folder on your desktop.