

# UIL Computer Science District Hands On Contest - Pilot Installation of the Judging Environment

**Introduction:** These instructions are for the installation of the judging environment for the UIL Computer Science district hands on contest pilot. You are not required to use the provided judging environment. It is provided for directors and schools that who are new to judging a hands on computer programming contest.

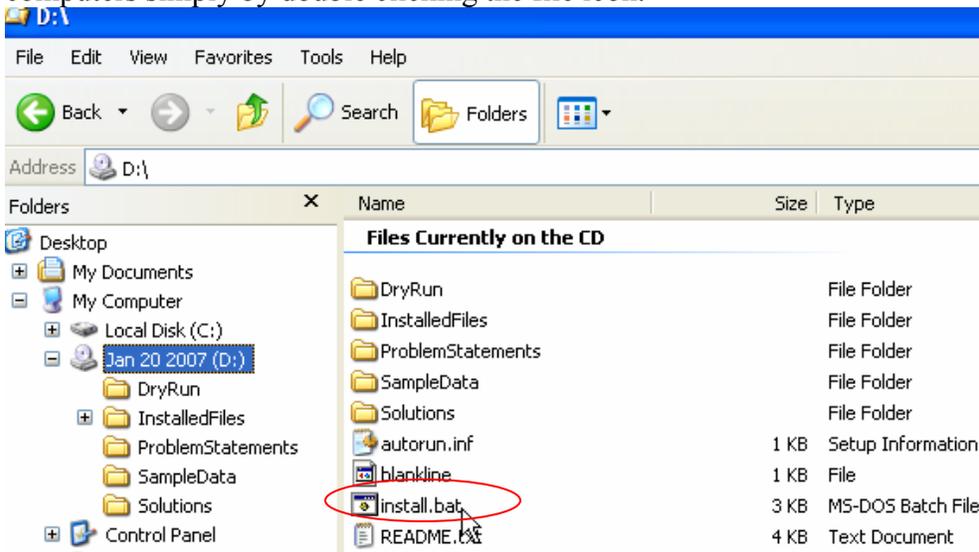
Please note, computers and computer systems vary widely. Depending on your school's computer systems and installed security measures, you may have to perform slightly different steps. **It is strongly suggested that the judging environment be installed prior to the day of the contest in case you encounter difficulties.** Please consult you campus computer / information technology expert if your encounter difficulties.

**Number of Judging Stations:** You should install the judging environment on each computer that will be used for judging. It is not installed on contestants' computers. You should have 1 judging computer for every 3 teams in the hands on contest. For 8 teams 2 to 3 judging stations should be sufficient.

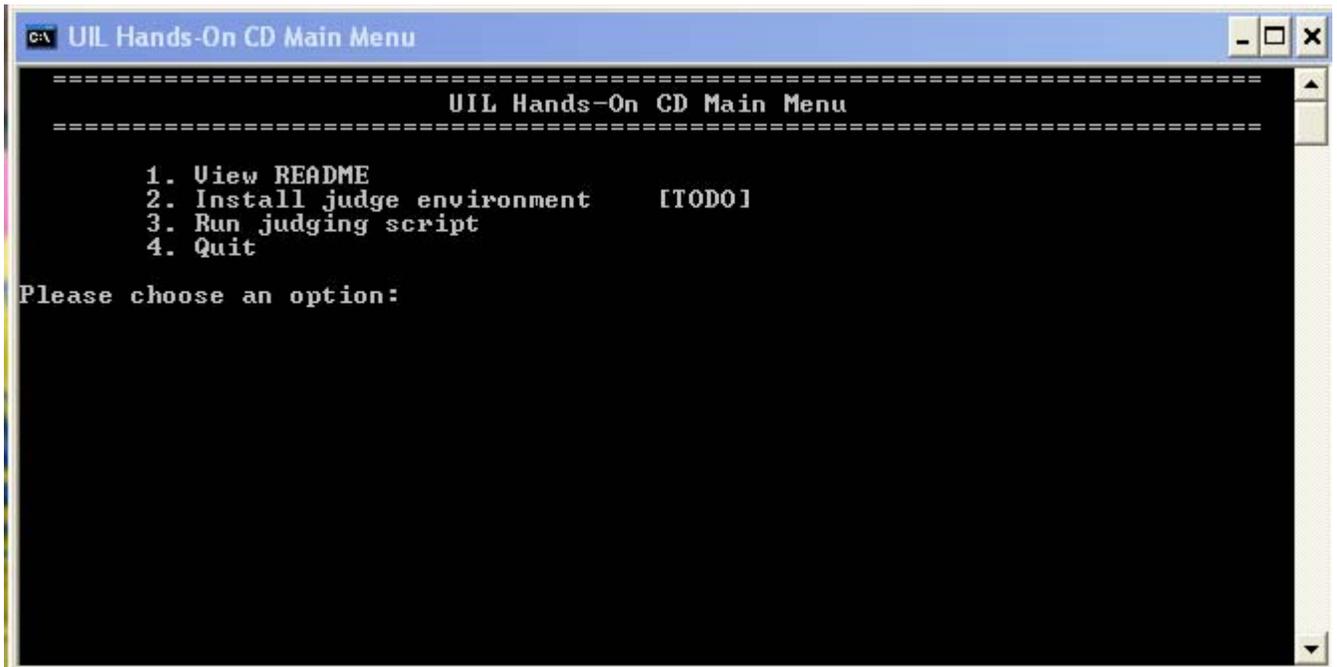
You may either run the judging environment directly off the CD or install it on each judging computer. If you want to run directly off of CD you will have to make copies of the original judging CD for each computer. If you run judging directly from the CD submissions must be read from the computer's A drive, the normal designation for the floppy drive. (Note, most sites do not run the judging directly from the CD.)

## Installation Steps:

1. Place the CD labeled "Judging Disk" into the computer.
2. The CD has an auto run feature so the installation program should start automatically. If it does not open the CD and run the `install.bat` program. This program can be run on most computers simply by double clicking the file icon.



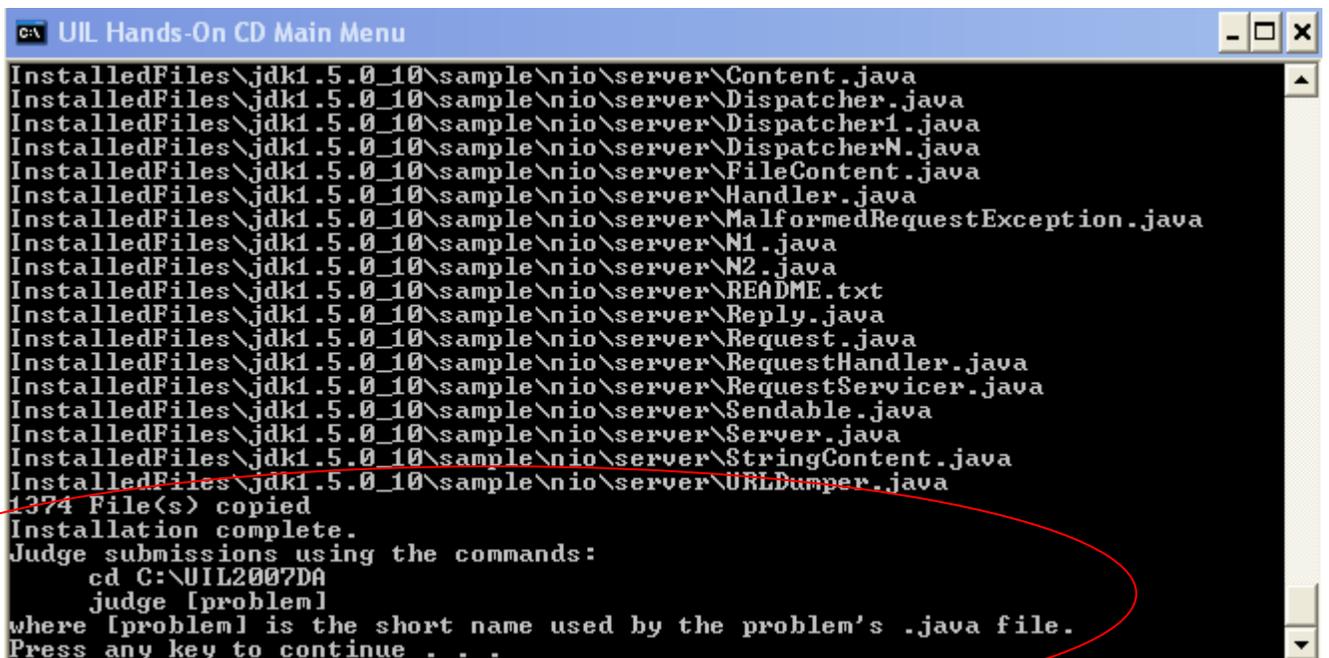
- When the installation program is running you will see the following screen:



```
C:\ UIL Hands-On CD Main Menu
=====
                        UIL Hands-On CD Main Menu
=====
1. View README
2. Install judge environment   [TODO]
3. Run judging script
4. Quit

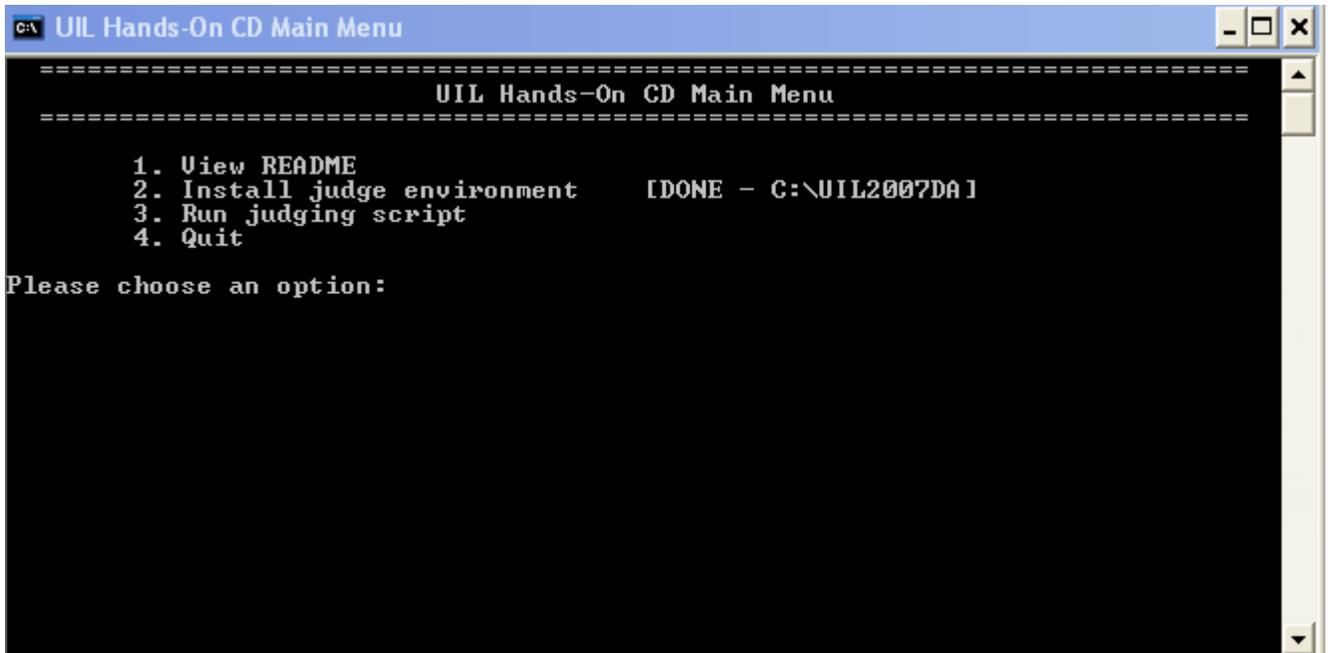
Please choose an option:
```

- In install the judging environment simply select option 2, "Install judge environment." This will cause a large number of files to be copied from the CD to a folder on your computer's hard drive. This may take up to several minutes.
- When the files are done being copied you should see the following message:



```
C:\ UIL Hands-On CD Main Menu
InstalledFiles\jdk1.5.0_10\sample\nio\server\Content.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Dispatcher.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Dispatcher1.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\DispatcherN.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\FileContent.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Handler.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\MalformedRequestException.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\N1.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\N2.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\README.txt
InstalledFiles\jdk1.5.0_10\sample\nio\server\Reply.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Request.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\RequestHandler.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\RequestServicer.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Sendable.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\Server.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\StringContent.java
InstalledFiles\jdk1.5.0_10\sample\nio\server\URLDumper.java
1374 File(s) copied
Installation complete.
Judge submissions using the commands:
    cd C:\UIL2007DA
    judge [problem]
where [problem] is the short name used by the problem's .java file.
Press any key to continue . . .
```

6. Press any key to continue. This will take you back to the UIL Hands-On CD Main Menu.



```
C:\ UIL Hands-On CD Main Menu
=====  
UIL Hands-On CD Main Menu  
=====  
1. View README  
2. Install judge environment [DONE - C:\UIL2007DA]  
3. Run judging script  
4. Quit  
Please choose an option:
```

The folder the judging environment has been installed into will be displayed next to option 2. It will either be `C:\UIL2007DA` or `C:\UIL2007DB` depending on if you have the District A or District B materials.

7. You can now quit the UIL Hands-On CD Main Menu.
8. The judging program assumes contestants' submissions will be on floppy disks inserted into the computers A drive. If you wish to judge contestants solutions from somewhere other than the A drive you must the `judge.bat` file that has just been installed. Note, it is expected that most sites will simply judge solutions from the A drive. In that case you do not need to alter the `judge.bat` file.  
  
Sites may judge solutions submitted on CDs or flash drives. You may either alter `judge.bat` to read from those drives or copy solutions from those drives to a folder on your computer and judge them from their. In this example I assume contestant's solutions will be copied into a folder on the computer's hard drive named `C:\uilSolutions`.
  - a. To reconfigure `judge.bat` to read from a location other than the A drive open `judge.bat` in a text editing program. You may use a word processor to make changes to `judge.bat` but you must save the file in plain text format and maintain the `.bat` file extension. In this example I have opened `judge.bat` using the Windows WordPad program.

```
judge.bat
:
: This Windows batch file is intended to help automate the judging of
: UIL hands-on programming contests. It provides the following functions:
:
: 1. Archival of submitted solutions
: 2. Compilation and execution of solutions,
:    displaying variances between expected/actual output
:
: This batch file is invoked using the following syntax:
:
:   judge <problem>
:
: Where <problem> is the short name of the problem and matches the names
: of the problem's data files without the extension. For example, if judging
```

- b. To change the location the judging programs reads contestants' solutions from find the line in `judge.bat` that reads `"SET FLOPPY=A:"` Change the "A:" to the new location. In this example I am assuming contestants' solutions will be found in a folder named `C:\uilSolutions`.

```
: a problem.
@ECHO OFF

:
: VARIABLE DEFINITIONS
:
SET FLOPPY=A:
:
: CONSTANT DEFINITIONS
:
```

- c. Here is the altered file

```
:
: VARIABLE DEFINITIONS
:
SET FLOPPY=C:\uilSolutions
:
: CONSTANT DEFINITIONS
:
```

- d. Save the altered `judge.bat` file. I would now have to copy contestant solutions into the folder at `C:\uilSolutions` in order to run the judging program.

- 9. Repeat these steps for all the computers that will be used as judging stations for the contest. See the instructions for running the judging program.