Schedule

The CCSCNE '06 Programming Contest will be held at the College of the Holy Cross on Friday, April 21, 2006, from 9 AM–noon, in Swords 219. A continental breakfast will be available in the Swords atrium at 7:30. The contest lab will be open by 7:30. The pre-contest briefing will run from 8:20 to 8:50 in O’Neill 112. Please note the time change from earlier announcements! Lunch will be provided at noon. Up to date information can be found on the web:

http://mathcs.holycross.edu/~ahwang/mathcs_club/CCSCNE06/index.html

Contest Information

Team problem-solving will be done in rooms on the third floor of Swords hall, but the lab is only large enough to accommodate one person per team at a time. You must obtain your team’s pass from the lab monitor when you enter or leave the lab; the monitor will not allow you into the lab if another member of your team is already present.

The contest machines are Sunray terminals that boot from a remote fileserver running Red Hat Enterprise Server. The contest machine is not connected to the Internet. Programs may be written in C++ (gcc-3.xx) or Java (Sun Java 1.5). Available editors are emacs and vim; no graphical IDE is available. Please visit the URL above for command reference cards and other information about software.

Finding the Science Complex

The science complex adjoins College Street. Public parking (Campus Map #32) is available near the Hogan Campus Center; turn into the campus at Gate 7 (Map #42) and follow the road to the top of the hill. Several foot paths lead to the science complex. You’ll enter O’Neill (Map #6) on the first or third floor, Swords (Map #7) on the first floor, or Haberlin (Map #8) on the second floor, depending which path you choose.

Two features of the science complex tend to confuse visitors. First, the buildings lie on a hill, so the first floor of O’Neill, the second floor of Swords, and the third floor of Haberlin are contiguous. Second, there is no passage between O’Neill and Swords except on the first floor of O’Neill/second floor of Swords (shown).

To get between floors of Swords, use the spiral stairs in the atrium, or the adjoining elevator.