

Programming Arena ver1.0

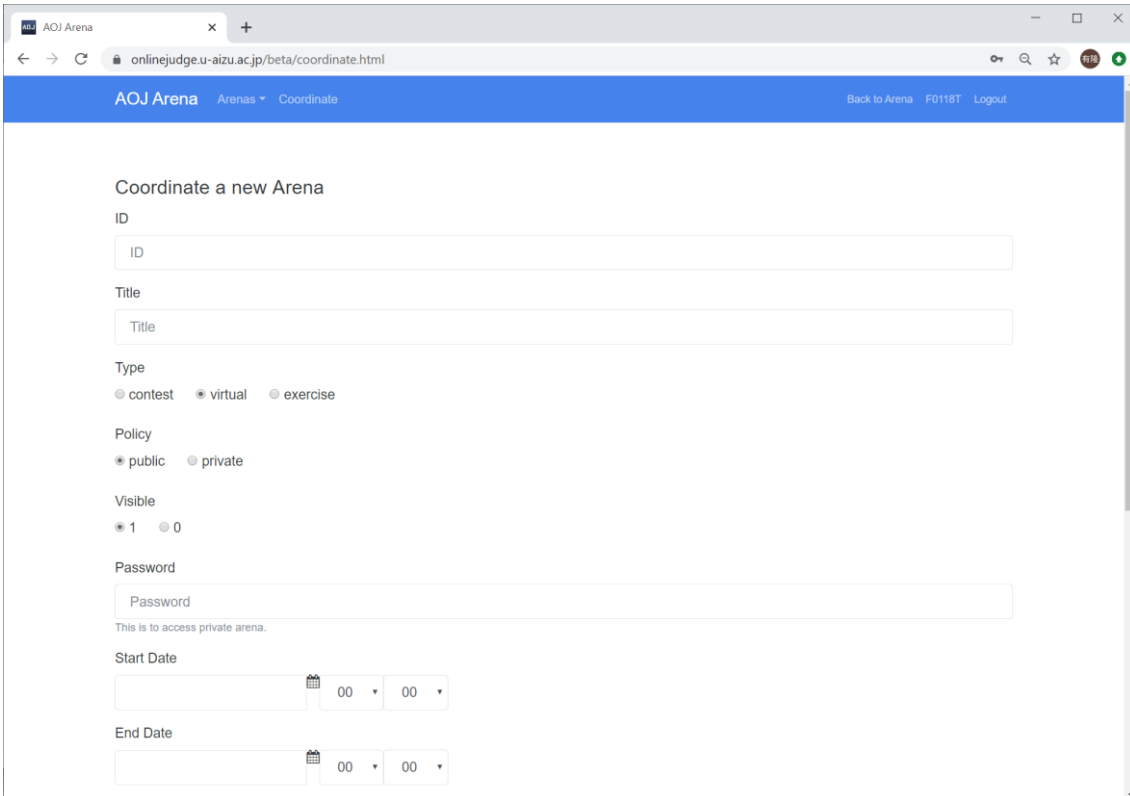
Tutorial

Coordinator

1. Management of Arena

Creating Arenas

You can create a new Arena from Coordinate in the top of Programming Arena.



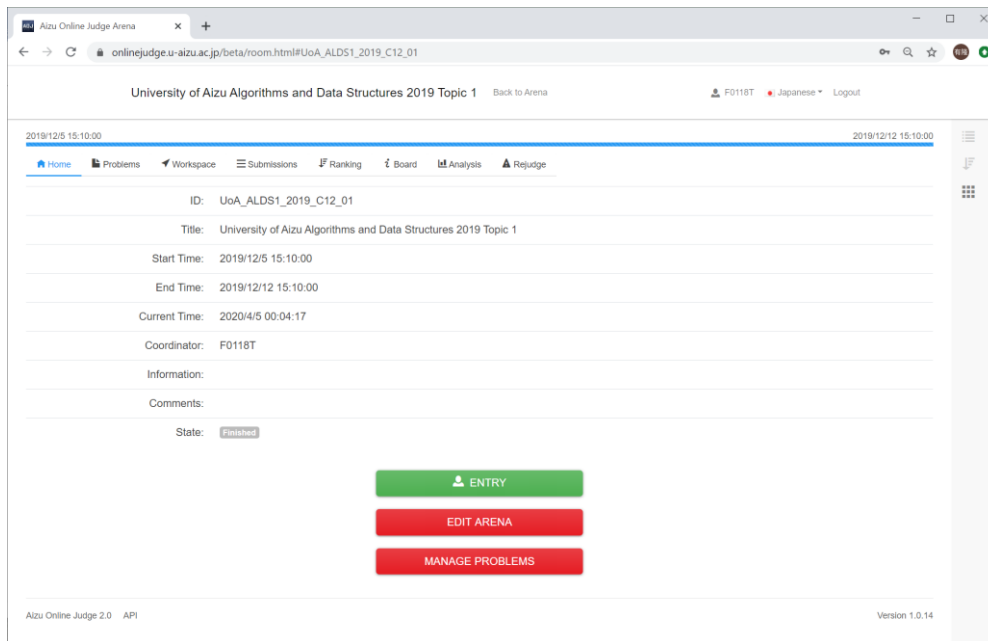
The screenshot shows a web browser window with the URL `onlinejudge.u-aizu.ac.jp/beta/coordinate.html`. The page title is "AOJ Arena" and the breadcrumb is "Arenas > Coordinate". The form is titled "Coordinate a new Arena" and contains the following fields and options:

- ID:** A text input field.
- Title:** A text input field.
- Type:** Radio buttons for `contest`, `virtual` (selected), and `exercise`.
- Policy:** Radio buttons for `public` (selected) and `private`.
- Visible:** Radio buttons for `1` (selected) and `0`.
- Password:** A text input field with the label "Password" and a note "This is to access private arena."
- Start Date:** A date picker followed by two dropdown menus for hours and minutes, both set to "00".
- End Date:** A date picker followed by two dropdown menus for hours and minutes, both set to "00".

Required items for creating/updating an Arena are as follows:

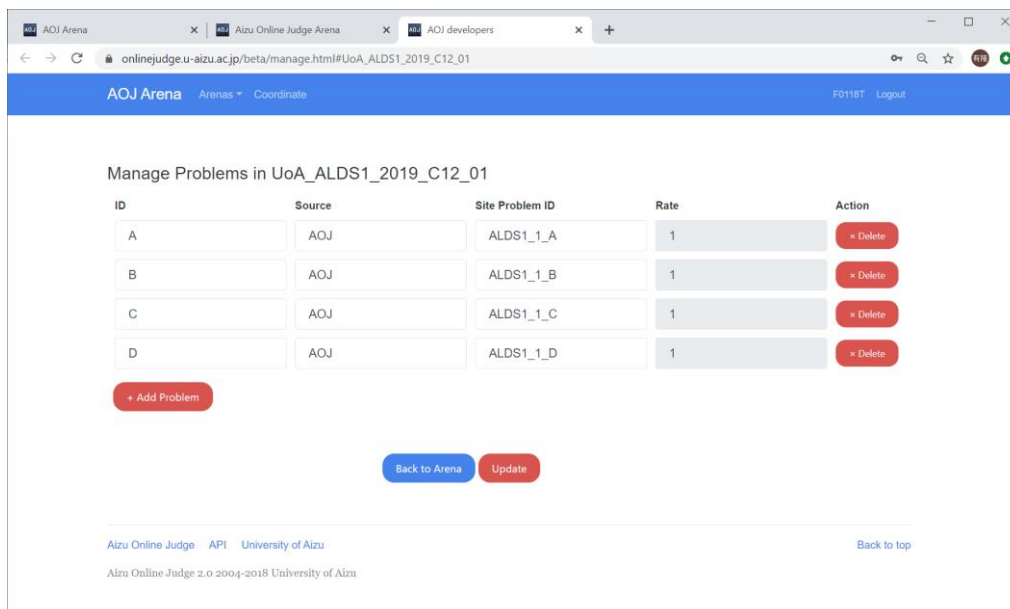
- **ID:** ID to identify the Arena. A string with lower case characters.
- **Title:** Name representing the Arena. A string with characters and spaces.
- **Type:** The type of Arena.
- **Policy:** If public, the Arena is opened to public. If private, the Arena is private and limited users can enter with the password.
- **Visible:** If 1, then the arena is appeared in the list. If 0, the arena is hide.
- **Password:** The password for the private Arena.
- **Start Date:** The start date of the Arena.
- **End Date:** The end date of the Arena.

Updating Arenas



When you login the system as a coordinator, links to EDIT ARENA and MANAGE PROBLEMS are available.

Registering Problems



From MAGE PROBLEM link you can move to the page for managing problems. You can add a problem by Add Problem button. ID is the problem ID within the Arena. Site Problem ID indicates the ID of problems registered in AOJ. (* other items are constant because of under development)