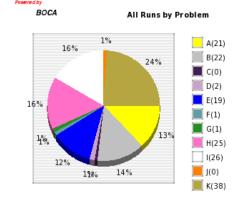
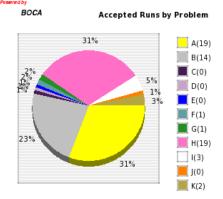
Statistics

Runs by Problem

Problems	Total	Accepted
A S	21	19 (90%)
В	22	14 (64%)
c 🕏	0	0
D S	2	0 (0%)
E 🖁	19	0 (0%)
F	1	1 (100%)
G 🖁	1	1 (100%)
н	25	19 (76%)
I S	26	3 (12%)
J	0	0
K S	38	2 (5%)





Runs by Problem and Answer

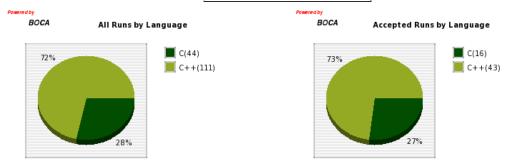
Problems x Answers	NO - Compilation error	urresentation i			NO - Wrong answer	YES	Total
A	0	0	0	0	2 (10%)	19 (90%)	21
В	0	0	0	1 (5%)	7 (32%)	14 (64%)	22
c 💡	0	0	0	0	0	0	0
D S	0	0	0	0	2 (100%)	0	2
E 💡	1 (5%)	0	0	4 (21%)	14 (74%)	0	19
F	0	0	0	0	0	1 (100%)	1
G 🖁	0	0	0	0	0	1 (100%)	1
Н	0	1 (4%)	0	0	5 (20%)	19 (76%)	25
I S	0	0	4 (15%)	9 (35%)	10 (38%)	3 (12%)	26
J	0	0	0	0	0	0	0
K S	0	0	0	2 (5%)	34 (89%)	2 (5%)	38

Runs by Problem and Language

Problems x Languages	С	C++	Total		
A	7 (33%)	14 (67%)	21		
В	10 (45%)	12 (55%)	22		
c 🗣	0	0	0		
D S	0	2 (100%)	2		
E 🖁	0	19 (100%)	19		
F	0	1 (100%)	1		
G 🗣	0	1 (100%)	1		
н	11 (44%)	14 (56%)	25		
I S	0	26 (100%)	26		
J 🖁	0	0	0		
K S	16 (42%)	22 (58%)	38		

Runs by Language

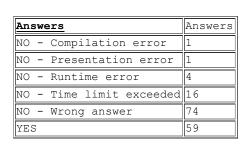
Languages	Total	Accepted					
С	44	16 (36%)					
C++	111	43 (39%)					



Runs by Language and Answer

Languages x Answers	Compilation	Presentation		NO - Time limit exceeded	NO - Wrong answer	YES	Total
С	0	1 (2%)	0	2 (5%)	25 (57%)	16 (36%)	4 4
C++	1 (1%)	0	4 (4%)	14 (13%)	49 (44%)	43 (39%)	111

Runs by Answer

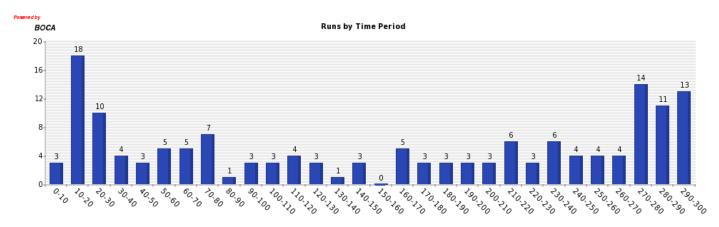


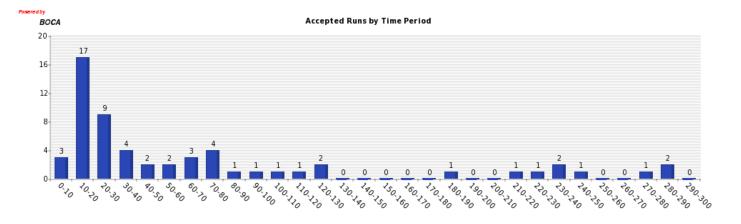


Runs by User and Problem

Users x Problems	А	Ç	В	Ç	C E	D S	E	Q	F S	g 🥊	Н	Ç	ı Ç	J P	K	Ç	Total	Ac	cepted
[UNIS] Unis Comp A	1	(33%)	1	(33%)	0	0	0		0	0	1	(33%)	0	0	0		3	3	(100%)
[UNIS] Unis Comp B	0		0		0	0	0		0	0	0		0	0	0		0	0	
[FAI] UaiFai	1	(25%)	0		0	0	0		0	0	1	(25%)	0	0	2	(50%)	4	2	(50%)
[UEMG-Passos] Like a Padawan	1	(33%)	0		0	0	0		0	0	1	(33%)	0	0	1	(33%)	3	2	(67%)
[INATEL] bool basaur	2	(40%)	1	(20%)	0	0	0		0	0	1	(20%)	0	0	1	(20%)	5	3	(60%)
[INATEL] char mander	1	(8%)	1	(8%)	0	0	7	(54%)	0	0	1	(8%)	3 (23%)	0	0		13	3	(23%)
[INATEL] sqr(TLE)	1	(13%)	2	(25%)	0	0	4	(50%)	0	0	1	(13%)	0	0	0		8	4	(50%)
[IF-Sul de Minas] Encoders 1	1	(7%)	1	(7%)	0	0	0		0	0	1	(7%)	8 (53%)	0	4	(27%)	15	3	(20%)
[IF-Sul de Minas] Encoders 2	1	(17%)	1	(17%)	0	0	0		0	0	1	(17%)	0	0	3	(50%)	6	3	(50%)
[IF-Sul de Minas] Encoders 3	2	(22%)	1	(11%)	0	0	0		0	0	1	(11%)	0	0	5	(56%)	9	3	(33%)
[UNIVAS] System 4	1	(7%)	5	(36%)	0	0	0		0	0	6	(43%)	0	0	2	(14%)	14	2	(14%)
[UNIVAS] System 6	1	(8%)	3	(25%)	0	0	0		0	0	1	(8%)	0	0	7	(58%)	12	4	(33%)
[UNIFEI] Costa Rica	1	(25%)	2	(50%)	0	0	0		0	0	1	(25%)	0	0	0		4	3	(75%)
[UNIFEI] Um Nome Criativo	1	(11%)	1	(11%)	0	0	0		0	0	1	(11%)	0	0	6	(67%)	9	3	(33%)
[UNIFEI] The Code Unleashed	1	(20%)	1	(20%)	0	0	0		0	0	1	(20%)	1 (20%)	0	1	(20%)	5	4	(80%)
[UNIFEI] Royal Flush	1	(4%)	1	(4%)	0	0	7	(30%)	0	0	1	(4%)	13 (57%)	0	0		23	4	(17%)
[UNIFEI] Epic Sax Guys	1	(8%)	1	(8%)	0	2 (15%)	1	(8%)	1 (8%)	1 (8%)	1	(8%)	1 (8%)			(31%)	13	7	(54%)
Reservas 1	1	(33%)	0		0	0	0		0	0	1	(33%)	0	0	1	(33%)	3	2	(67%)
Reservas 2	0		0		0	0	0		0	0	1	(100%)	0	0	0		1	0	
Reservas 3	1	(/	0		0	0	0		0	0	1	(50%)	0	0	0		2	2	(100%)
Reservas 4	1	(33%)	0		0	0	0		0	0	1	(33%)	0	0	1	(33%)	3	2	(67%)

Runs by Time Period





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