



Princeton Computer Science Contest – Fall 2023

Problem 10: Course Registration (20 points) [Special]

By ACM Student Chapter

Problem Statement

You probably very recently registered for Spring semester courses. Now it's time to sign up for a new course: the COSCON course. We set up a special website and your task is to sign up for the course on that website. You should use your team ID and the password you were provided at the event's registration to log in into the system (if you don't know either of these, ask the judges). After you log in, you will see a page with a button. You can press that button to get an update on whether the course registration is open. However, you can only press that button 500 times, if you go over this budget you will be "banned", which means you will get no points for the problem.

The course registration is closed at the beginning of the contest, and it will open at some random time after 3:55pm and before the end of the contest. Once the registration open, you will get points according to how fast you register. If you register within 10 seconds of the start, you'll get 20 points, if you register within 30 seconds, you'll get 10 points, and if you register within 3 minutes, you'll get 5 points. If you register after this, you will get 0 points.

Important notes:

- You are not allowed to try to hack into the server or any of the contest organizers laptops.
- You are responsible for your own system, so if you can't sign up on time for whatever reason (e.g. my laptop ran out of battery), it's on you.

Task summary: Sign up for the COSCON course.

The course website: <https://coscon-courses.onrender.com/>

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