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FOUNDER'S MESSAGE

Welcome to Walt Disney World! The 2007 TopCoder Collegiate Challenge grand finale has arrived and we're so excited to have the finest collegiate scholars from all over the world joining us.

Each year I'm more impressed with the caliber and diversity of the individuals who compete in TopCoder's tournaments. Eighty competitors representing 27 countries are here from a starting field of almost 3500 who competed in the 2007 TCCC. Our final group of academics should be very pleased that their hard work and untold hours of practice and competition have brought them so far in this prestigious event. These truly are the best of the best, and we appreciate the time and effort they have given to make the Collegiate Challenge as remarkable as it is.

This event would not have been possible without the support and contributions of our sponsors and our event patron. The National Security Agency (NSA) is a five-time consecutive event patron. They have been an outstanding partner for our events and we're happy to have them with us again here in Disney World.

Eli Lilly and Deutsche Bank are both first-time sponsors. We welcome them to the TCCC and thank them for their support of this amazing event.

Lastly, I have to express my tremendous gratitude to our hard working and diligent staff. TopCoder employees spend nearly a year carefully planning and coordinating each of our onsite events, and I'm grateful to have such dedicated folks on our team. From the events staff to the review board members to the problem writers and everyone else working overtime to put this together, my thanks to all of you.

I hope you all enjoy the TCCC and have a great time at The Magic Kingdom!

Jack Hughes
Founder, TopCoder, Inc.



SCHEDULE OF EVENTS

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Tuesday, October 30, 2007

8:00 PM - 10:00 PM Welcome Reception

Wednesday, October 31, 2007

8:30 AM - 10:30 AM Algorithm Semifinal Room 1
9:00 AM - 5:00 PM Marathon Match Finals
11:00 AM - NOON NSA Presentation
11:30 AM - 1:00 PM Component Design & Development 1
12:30 PM - 1:30 PM Lunch
2:00 PM - 4:00 PM Algorithm Semifinal Room 2
4:30 PM - 5:30 PM Dinner
5:30 PM - 9:00 PM The Incredible Race

Thursday, November 1, 2007

8:30 AM - 10:30 AM Algorithm Semifinal Room 3
9:00 AM - 5:00 PM Studio Graphic Design Finals
11:00 AM - NOON Eli Lilly Presentation
11:30 AM - 1:00 PM Component Design & Development 2
12:30 PM - 1:30 PM Lunch
2:00 PM - 4:00 PM Algorithm Wildcard Round
4:00 PM - 5:00 PM Designing for Reuse Roundtable
5:30 PM - 10:00 PM Universal CityWalk Night

Friday, November 2, 2007

9:00 AM - 10:30 AM Component Design & Development Appeals Final
11:00 AM - NOON Deutsche Bank Presentation
12:30 PM - 1:30 PM Lunch
1:30 PM - 3:30 PM Algorithm Championship Round
3:30 PM - 4:00 PM All Champion Announcements
4:00 PM - 5:00 PM Awards Presentation
7:00 PM - 10:00 PM Closing Reception

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What Are We Watching?

Component Competition

Component Design

TopCoder Design Competitions require participants to design a software component. Starting from a requirements specification, they produce a full set of design documentation: UML class, sequence, and use case diagrams, and a component specification document which contains algorithm descriptions, exception handling, and documentation.

Design Relation		APPEALS				Time
		Reviewer 1	Reviewer 2	Reviewer 3	Avg. Score	00:00
1st	Coder 8	99.51	55.51	85.69	80.24	
2nd	Coder 1	71.92	49.77	93.53	71.74	
3rd	Coder 4	82.42	82.25	38.46	67.71	
4th	Coder 3	40.78	67.52	79.26	62.52	
5th	Coder 5	91.93	38.20	55.15	61.76	
6th	Coder 2	44.82	64.05	68.58	59.15	
7th	Coder 7	48.64	32.25	82.13	54.34	
8th	Coder 6	37.40	56.12	53.88	49.13	

The Scoreboard during the Appeals Phase: Each column represents the score from that reviewer, with the last column being the average. If the score is yellow, there is a pending appeal. If it is green, the last appeal was successful. If it is red, the last appeal was unsuccessful. Below each score is a line with "P: x S: x F: x", indicating the number of pending, successful, and failed appeals.

Design		RESULTS						Time
		Evaluation		XMB/2006		DataView		00:00
		Avg. Score	Wager	Avg. Score	Wager	Avg. Score	Wager	Total Pts
1st	Coder 1	71.74	63	80.23	11	71.54	26	55
2nd	Coder 7	54.34	62	70.08	13	80.07	25	39
3rd	Coder 8	80.24	12	63.06	63	57.01	25	31
4th	Coder 4	67.71	59	61.66	20	69.27	21	30
5th	Coder 5	61.76	28	63.86	37	68.95	35	25
6th	Coder 3	62.60	57	49.47	27	55.02	16	20
7th	Coder 2	59.15	64	42.48	21	63.78	15	16
8th	Coder 6	49.13	26	33.19	15	52.00	59	11

The Scoreboard showing Final Component Results: Each pair of columns is the final score for the component and the coder's wager on that component. Underneath the score for each component is the place that they got within that component. The last column is the total wagered points earned.

Each competitor's submission goes through a review process that includes an initial screening and, if the submission passes screening, a full review by a three person Review Board. The competitors have a chance to appeal their review scores and once all appeals are answered the winner of the competition is announced. After the winner fixes any remaining problems with their submission, the competition ends and the design is prepared to become the basis for a future development competition.

All design and review work of the TopCoder Collegiate Challenge Design Finals took place online. At the onsite event, the competitors will first see their review scorecards and the appeals phase will take place.

Component Development

TopCoder Development Competitions require participants to implement a previously designed software component. Their starting point is the winning design submission that includes UML class, sequence, and use case diagrams, and a component specification document which contains algorithm descriptions, exception handling, and documentation. They are required to provide a full implementation of the design, as well as a full suite of unit tests for their implementation and documentation.

Each competitor's submission goes through a review process that includes an initial screening and, if the submission passes screening, a full review by a three person Review Board. The competitors have a chance to appeal their review scores and once all appeals are answered the winner of the competition is announced. After the winner fixes any remaining problems with their submission, the competition ends and the implementation becomes a part of the TopCoder software catalog.

All implementation and review work of the TopCoder Collegiate Challenge Development Finals took place online. At the onsite event, the competitors will first see their review scorecards and the appeals phase will take place.

COMPONENT Competition Bracket

During the onsite design and development finals, the competitors will be asked to perform appeals on three components they worked on during the three online final rounds. Before each of the three appeal rounds, they will wager points on the component for the round. The number of points they will receive for that round will equal the points wagered, divided by their placement in the component. The Design and Development competitors with the most points after all three projects have finished appeals will be the winners of the 2007 TopCoder Collegiate Challenge Component Competitions.

Champion

Design Competition

AleaActaEst

kakarotto

bramandia

sql_lall

Luca

urtk

nicka81

Vovka

Champion

Development Competition

catcher

PE

enefem21

serine

fanse

Yeung

lyt



[AleaActaEst]

Design Rating

1217

Current Ranking 52 / Rating Percentile 64.14 / Number of Ratings 200 / Highest Rating 1690 / Country: Canada



Piotr Paweska

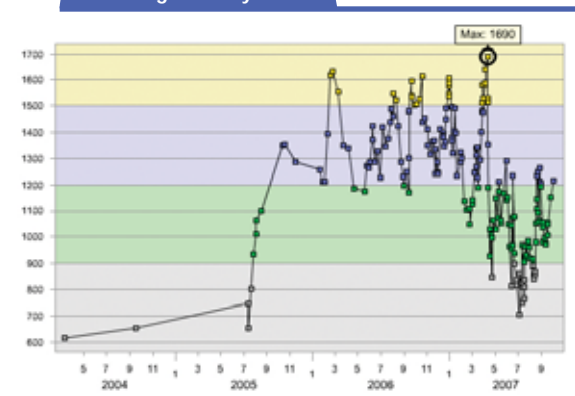
Where did you grow up? I mostly traveled with my parents since I was about 11 years old, and we lived in many different countries.

What was your favorite childhood game? I loved playing checkers and then chess. But playing cards was great fun too since you could play with more people.

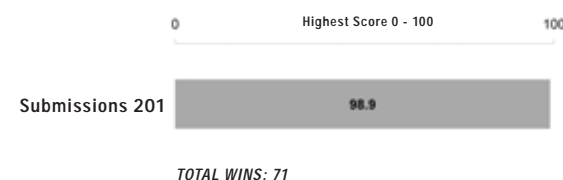
At what age did you start programming or designing and what was your first big project? I started around when I was 12. My first 'big' project was about 6 years later when I designed a database program to keep track of inventory of seedlings for a reforestation company.

Did you have a mentor who helped you hone your skills? My dad, who always pushed just enough information my way to not get discouraged but never enough to lose interest. He introduced me to Pascal when all I knew was assembly and some GW-Basic.

Rating History



Tournament Stats



[kakarotto]

Design Rating

1091

Current Ranking 67 / Rating Percentile 53.79 / Number of Ratings 30 / Highest Rating 1390 / Country: China



Keren Dong

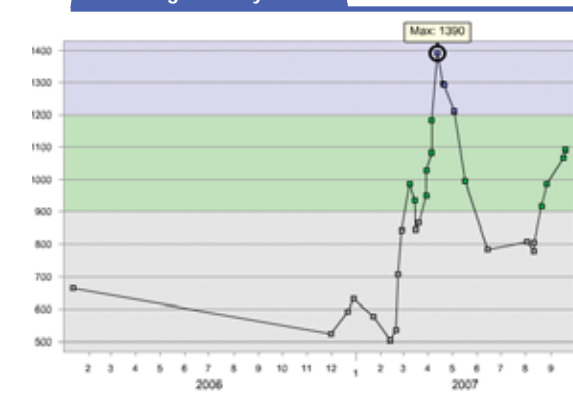
What are your plans after school? Be a software engineer, and better to become a team leader.)

What would be your dream job and company to work for? Currently my dream job is software architect, I like design and architecture and making "beautiful" software, I do not have a dream company but it should be creative and unique, I think TopCoder is one of such companies.)

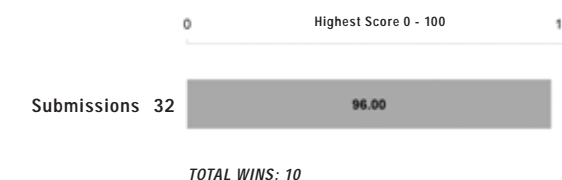
What would you do with the cash if you became the next TopCoder Champion at the TCCC? No concrete plan, but maybe use it as my education fund in future.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? Do things quickly, if you want to perform good in digital run you have to "run" very fast, I sometimes failed to submit the design in time because I was not fast enough, fortunately the failure tells me how to improve.

Rating History



Tournament Stats



[bramandia]

Design Rating

1184

Current Ranking 55 / Rating Percentile 62.07 / Number of Ratings 17 / Highest Rating 1391 / Country: Indonesia



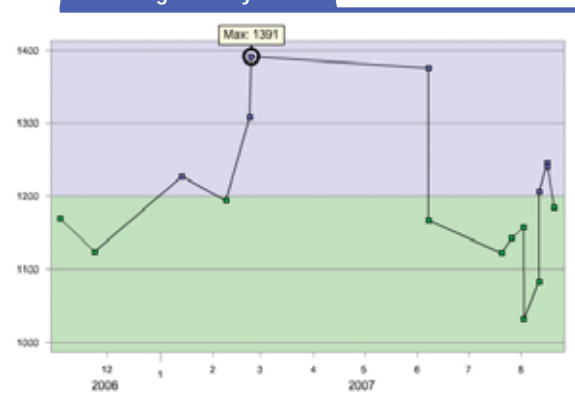
Bramandia Ramadhana

What are you studying in school? I'm a PhD student in school of Computer Engineering. My research is about databases, XML and stuff like that. I did my bachelor's in Computer Engineering.

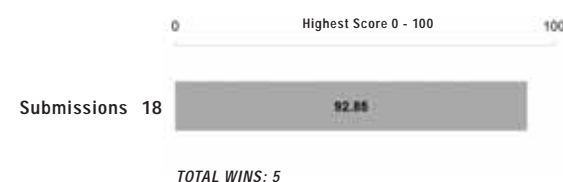
What is your favorite class and why? I don't have any. PhD students do not take many classes. However, now I am taking a discrete math course which is very difficult :(, this one is very distinct compared to other classes I took before.

What is the best thing about being a TCCC finalist? Going to Disney Land!!! When I first saw the TCCC logo "We're going to Disney World", I said to myself, I have to get into the final. I went to Disney in Japan during this year's ICPC final. It was great, so I think Disney World in Orlando would also be even more fun. It will also be great to meet other TopCoder members. I might ask AleaActaEst about his tips to do many designs in a week, especially the one that took only 4 hours :).

Rating History



Tournament Stats



[Luca]

Design Rating

1649

Current Ranking 22 / Rating Percentile 84.83 / Number of Ratings 40 / Highest Rating 1864 / Country: Romania



Codrut-Lucian Lazar

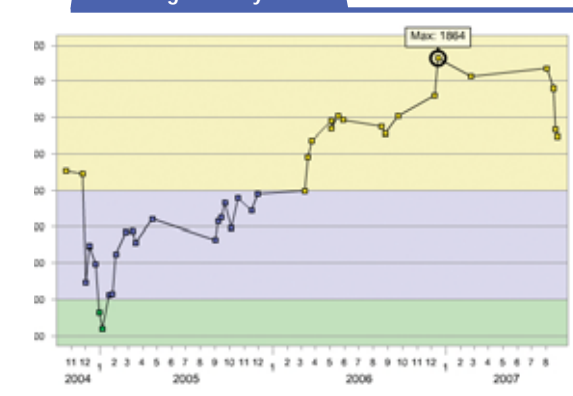
Where did you grow up? In my hometown, Campeni, a small town in the mountains.

What was your favorite childhood game? They were many, but none involved a computer. I played with quite a few children of the same age all day in our yard: hide-and-seek, football, each game was popular for a season, and then we moved to another.

At what age did you start programming or designing and what was your first big project? In high-school I wrote my first program in Pascal. I started learning OOP, UML and Design Patterns at the University, in my 2nd year. My first big project was an "incredible" jChat (using qChat's protocol).

Did you have a mentor who helped you hone your skills? I've had a few teachers and friends that influenced me, but I think that I've learned most things on my own.

Rating History



Tournament Stats



COMPONENT DESIGN FINALISTS

[nicka81]

Design Rating

1957

Current Ranking 10 / Rating Percentile 93.1 / Number of Ratings 52 / Highest Rating 2244 / Country: Russian Federation



Nikolay Archak

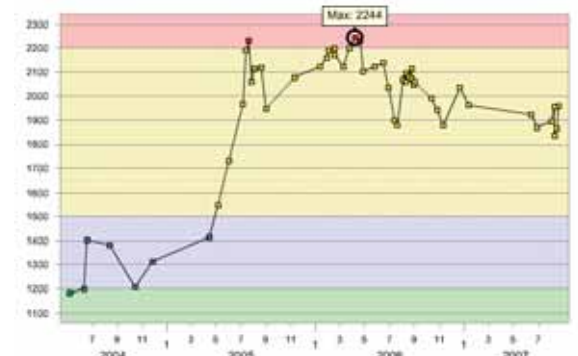
What are your plans after school? Hopefully I will get an academic placement in a good University.

What would be your dream job and company to work for? I haven't decided so far, but I'm thinking about academic career.

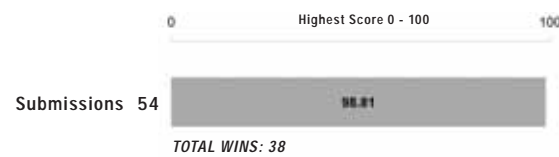
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Pay my bills. Have you seen many rich grad students?

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? Being patient. For a software engineer it is very important to be patient, but it is even more important for a researcher.

Rating History



Tournament Stats



COMPONENT DESIGN FINALISTS

[urtks]

Design Rating

2163

Current Ranking 6 / Rating Percentile 95.86 / Number of Ratings 15 / Highest Rating 2163 / Country: China



Shenhua Gu

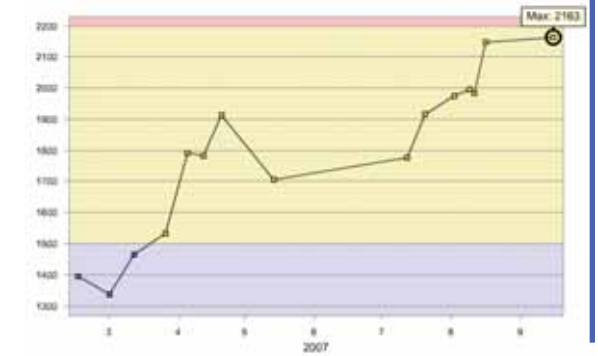
Where did you grow up? China

What was your favorite childhood game? Play video games.

At what age did you start programming or designing and what was your first big project? At age 16; a computer game.

Did you have a mentor who helped you hone your skills? Wendell, Standlove... Lots of TC members helped me and encouraged me a lot.

Rating History



Tournament Stats



[sql_lall]

Design Rating

1437

Current Ranking 38 / Rating Percentile 73.79 / Number of Ratings 43 / Highest Rating 1687 / Country: Australia



Patrick Coleman

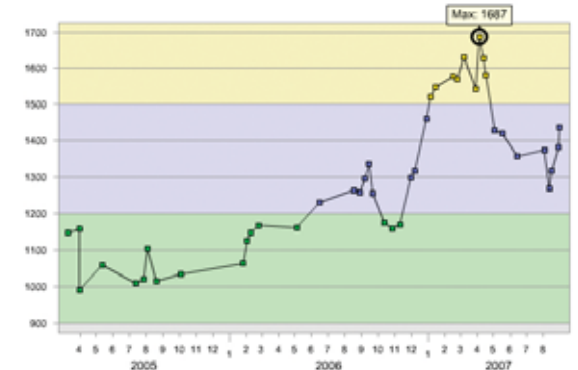
What are your plans after school? Getting a programming job, I guess, or maybe trying out designing at TC full time.

What would be your dream job and company to work for? Working for myself, doing whatever whenever - Designing fits in nicely with this.

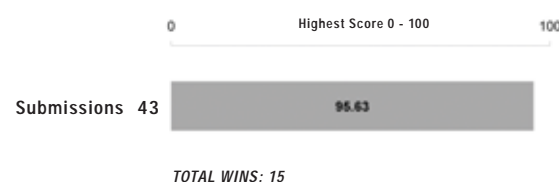
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Put it towards saving up for a house. And maybe PS3 or new Guitar.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? The thought process behind good design for reuse - e.g. how to write code that not only does what it needs to do, but is easy to write/debug and saves time in the future.

Rating History



Tournament Stats



[Vovka]

Design Rating

1453

Current Ranking 35 / Rating Percentile 75.86 / Number of Ratings 16 / Highest Rating 1640 / Country: Ukraine



Volodymyr Kachurovskyi

Where did you grow up? Vinnitsa, a small but comfortable green town.

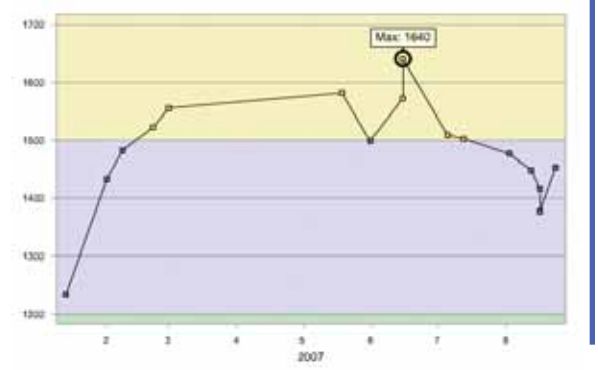
What was your favorite childhood game? Hide-and-seek.

At what age did you start programming or designing and what was your first big project? Don't remember exactly,

probably 8. My first big project was a simple Doom-like game.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? My father was the one who made me love computers.

Rating History



Tournament Stats



COMPONENT DEVELOPMENT FINALISTS

[catcher]

Development Rating

1818

Current Ranking 13 / Rating Percentile 96.33 / Number of Ratings 20 / Highest Rating 1818 / Country: China



Qiwei Jin

What are you studying in school? Computer software and theory.

What is your favorite class and why? Mathematics; it is very useful.

What do you do in your free time outside of school? Watch some movies.

What is the best thing about being a TCCC finalist? I can have a chance to go to Disney World.

Rating History



Tournament Stats



COMPONENT DEVELOPMENT FINALISTS

[fanse]

Development Rating

1319

Current Ranking 89 / Rating Percentile 74.86 / Number of Ratings 20 / Highest Rating 1319 / Country: China



Yuchuan Gu

Where did you grow up? Shangyu City, Zhejiang Province, China

What was your favorite childhood game? Playing cards.

At what age did you start programming or designing and what was your first big project? When I was 16 years old, I began programming. My first big project was Video Conference System for China Next Generation Internet which was a lab project.

Did you have a mentor who helped you hone your skills? No. But there are some senior fellow apprentices that helped me on my first big project.

Rating History



Tournament Stats



[enefem21]

Development Rating

911

Current Ranking 226 / Rating Percentile 36.16 / Number of Ratings 23 / Highest Rating 1288 / Country: Indonesia



Nanda Firdausi Muhammad

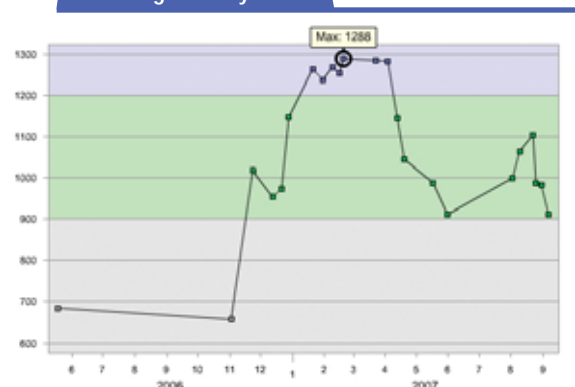
What are your plans after school? I want to return to my home country, start a business or be a lecturer in my home town.

What would be your dream job and company to work for? My dream is to have my own company which builds innovative technology.

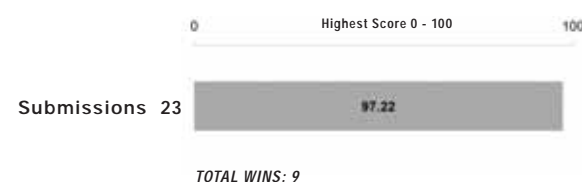
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Save it for building a house in my home town :)

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? Enjoying the work is the only possible way to get quality results.

Rating History



Tournament Stats



[lyt]

Development Rating

1786

Current Ranking 16 / Rating Percentile 95.48 / Number of Ratings 14 / Highest Rating 2077 / Country: China



Yaoting Liu

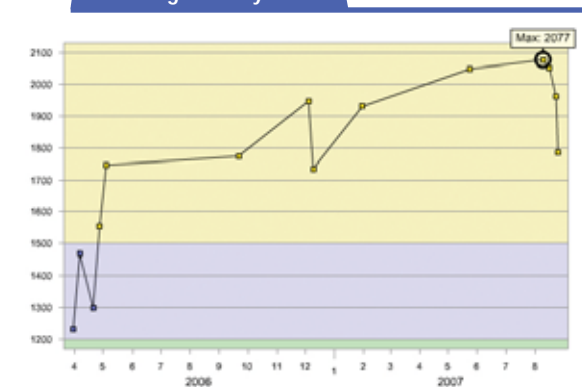
What are you studying in school? Currently I am studying in Computer Science, but my undergraduate major is Communication Engineering.

What is your favorite class and why? My favorite class at school is History. I find it interesting to learn about past events that shape our world today.

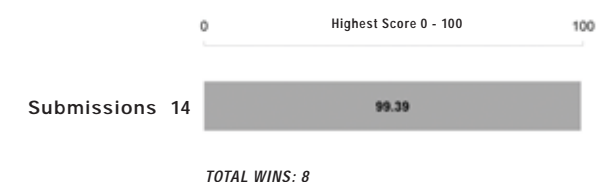
What do you do in your free time outside of school? Take a short break away or go on a day excursion.

What is the best thing about being a TCCC finalist? The best thing is to have a free trip. It will be my first time to America

Rating History



Tournament Stats



COMPONENT DEVELOPMENT FINALISTS

[PE]

Development Rating

1899

Current Ranking 7 / Rating Percentile 98.02 / Number of Ratings 40 / Highest Rating 2019 / Country: China



Ninghai Huang

Where did you grow up? Jiangsu Haimen, China

What was your favorite childhood game? Play hoodles with other guys.

At what age did you start programming or designing and what was your first big project? I did not start programming until I entered into college. I remember I picked up the class of "C programming" in the first grade, which brought me to the world of programming.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? I would say Jiazhi Wu (WishingBone) is the most impressive one in my memory. He helped me a lot when I was in the ICPC training team.



COMPONENT DEVELOPMENT FINALISTS

[Yeung]

Development Rating

1502

Current Ranking 50 / Rating Percentile 85.88 / Number of Ratings 39 / Highest Rating 1513 / Country: China



Yang Li

What are you studying in school? Computer Science

What is your favorite class and why? Software Engineering; I learned how to write software of high quality.

What do you do in your free time outside of school? TC competitions

What is the best thing about being a TCCC finalist? Visit Disney.



[serine]

Development Rating

967

Current Ranking 209 / Rating Percentile 40.96 / Number of Ratings 6 / Highest Rating 1246 / Country: Poland



Marcin Glowacki

What are your plans after school? Working as a developer or designer for a big company.

What would be your dream job and company to work for? I would say that Google is the most known but it stands on equal terms with other big companies like Yahoo, AOL, Microsoft, IBM, Apple. Basically I'd like to work for a major company. Working for TopCoder would be interesting too.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? I'd buy a notebook. Next target is getting a driver's license and buying a car.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? If you really want, any problem can be solved. You'll have to read a ton of documentation and source code but it can be done. :)



Component Competition REVIEW BOARD

Design Reviewers

Highly rated and experienced TopCoder members fill the ranks of the Architecture Design Review Board. These members screen and review all design submissions to ensure the components meet the functional requirements, are documented properly and contain the appropriate sequence, use and case diagrams. Additionally, the Architecture Design Review Board recommends design enhancements and verifies that the design is flexible enough to be reused and customizable in the future.



aksonov

Pavlo Aksonov
Country **Ukraine**
Design Rating **1677**
Development Rating **1228**
Algorithm Rating **1288**
TC Earnings \$89,415.98



kyky

Sergey Kalinichenko
Country **United States**
Design Rating **2316**
Algorithm Rating **1562**
Marathon Match Rating **1075**
TC Earnings \$98,017.00



Ghostar

Justin Gasper
Country **United States**
Design Rating **1632**
Development Rating **N/A**
Algorithm Rating **1012**
TC Earnings **N/A**



cnettel

Carl Nettelblad
Country **Sweden**
Development Rating **1597**
Design Rating **N/A**
Algorithm Rating **2194**
TC Earnings \$32,478.51



dmks

Zhimin Chen
Country **China**
Development Rating **1375**
Design Rating **1477**
Algorithm Rating **1952**
TC Earnings \$49,031.23



Savior

Shi Chen
Country **China**
Development Rating **1606**
Design Rating **1161**
Algorithm Rating **2376**
TC Earnings \$7,917.26

Development Reviewers

TopCoder Software utilizes past component development winners and accomplished TopCoder competitors to staff the Development Review Board. These reviewers verify that each development submission meets the required functionality, coding style, adheres to the component design and contains a suitable test suite. Furthermore, to certify that the component belongs in the TopCoder catalog, the Development Review Board adds a suite of test cases including stress, accuracy and failure cases to the component.

2007 TopCoder Collegiate Challenge Roundtable

DESIGNING SOFTWARE FOR REUSE

The TopCoder architecture group has been having a discussion about best strategies and practices for designing software for reuse (TopCoder catalog components in particular). Key points at issue include appropriate use of access control modifiers provided by Java and C# (public / protected / private / internal / (none)), making classes and class members final or sealed, and planning for extensibility. There being disagreement among the architects, we became interested in opening the discussion to the TopCoder community.

One position being promoted is that TopCoder errs by demanding that class members be private unless otherwise specified; we should instead use protected or public access for all members except where there is explicit justification for restricting access further. Among the advantages espoused for this "Open Interface" position are accessibility of substantially all classes and members for testing, accessibility of substantially all members to subclasses, and more ready reuse of code developed incidentally in the course of implementing TC designs (mainly various helper methods).

The main alternative position is essentially TopCoder's existing practices requiring narrowly-defined public APIs and encapsulating everything else as private class members / package-protected classes. Among the advantages espoused for this "Planned Interface" position are smaller, easier APIs, protection from bugs introduced by inappropriate overrides in subclasses, and firmer, more specific behavioral guarantees provided by our components.

Also, as a bit of a tangent, we brought up the question of how much emphasis should be placed on promoting design for reuse by sub-classing existing component classes and leveraging polymorphism. This factors into the discussion based on the proposition that the Open Interface approach would make it easier to employ polymorphism as a mode of reuse.

So that's where you come in. What do you think? If there are better coding practices or development processes that we can implement, then we want to identify them. This is not a poll, however, nor do we expect a consensus to form (though we're willing to be surprised!). We do hope to foster a discussion that explores the topic, and we will pay careful attention to how we can improve TopCoder based on the results.

ROUNDTABLE PARTICIPANTS Dr. Martin Griss, Associate Dean and Professor at Carnegie-Mellon West

Dr. Martin Griss is Associate Dean and a Professor of the Practice at Carnegie-Mellon West. He teaches a software metrics course and leads research in reuse engineering and context-aware software agent systems. He spent two decades as Principal Laboratory Scientist at Hewlett-Packard and as Director of HP's 70 person Software Technology Laboratory. He is a leading authority on software reuse, widely known as HP's "Reuse Rabbi" where he led HP's corporate reuse program, and is co-author of a popular book "Software Reuse: Architecture, Process and Organization for Business Success." At HP Labs he led work on software agents, software tools and process, application management, UML standards, and component-based software engineering. He served on the ACM SIGSOFT Executive committee, on the ACM/IEEE "Software Engineering as Profession" taskforce, and numerous program, workshop and tutorial committees. He has lectured widely, and has published over 60 articles, book chapters and tutorials on software engineering, component-based development, software reuse and software agents. He earned his B.Sc in Math/Physics from the Technion and a Ph.D. in Physics from the University of Illinois.

Dave Messenger, TopCoder Chief Architect David Messenger is responsible for managing TopCoder's best-in-class component development. He joined the company in January, 2003 after working as a consultant for seven years. Since then he has been instrumental in developing TopCoder's software development culture and offerings. At TopCoder, Messenger has been involved from the ground floor, serving throughout the organization at one time or another as a Project Manager, Architect, and Component Manager. Currently, Messenger serves as Chief Architect focused on developing TopCoder's industry leading best practices for component-based architecture and development. Previously he served in various capacities at Tallan and Amentra, both custom software development and consulting companies. At both of these companies, Messenger served as a project manager and architect for companies such as Priceline.com, Kinkos.com, Merck Pharmaceuticals and Pinnacle West. While working as a consultant, Messenger had the opportunity to move across the technology and enterprise spaces of these organizations, gathering a deep insight into enterprise technology including .NET and Java handheld, web and thick client applications.



A teacher affects eternity; he can never tell where his influence stops. — Henry Brooks Adams

The following professors were winners of the 2007 TopCoder Collegiate Challenge Prestigious Professor Award, for making a profound difference in the lives of their students. The winners and their students are honored guests at this year's TCCC.



Submitter: [roma]
Professor: Vitaly Bondarenko

In my country most smart people don't want to lecture in a university, because lecturers do not receive good money. But some heroes exist, those who think not only about money and who are smart enough to make money and make lectures in university

as a second job or as a hobby. One of such brave spirit exists in our university. We call him Bond. His full name is Vitaly Bondarenko and he was one of the first winners of IOI from Ukraine in 1992. After being the winner of IOI, the spirit of competition never left him and he was one of the people who developed a national school computer competition to a high level as an organizer and judge. After finishing education in university, he did not leave Ukraine as lot of smart people in my country do in order to find a better life in Silicon Valley. He stayed to become a true hero of the motherland – a lecturer in university. And not so long ago he also became an organizer for ACM teams of my university and he manages to make a community of people who has a desire to challenge hard tasks, to challenge the world in order to make it different. And now a community can play a big role in the life of students, especially first year students, who from their first days in the university, can be involved in the beautiful world of colored balloons, two second time limits and fifteen minute challenge phases, which help students to become professionals in a computer science field.



Submitter: [zjq]
Professor: Yue Chen

Professor Yue Chen has been the lead-coach of Zhejiang University ACM/ICPC team from early 2000. Since then, Professor Chen encourages the ICPC team members, as well as the students in CS College to take

part in online programming contest to practice. From the summer 2002, many of ZJU students became active members of TopCoder, usually they take part in the SRM contests at the very beginning, since algorithm is the sole

of the programming. Professor Chen even treated TopCoder ratings as a part of the evidence to select ICPC team member. That is part of the reason why there are so many TopCoder members from Zhejiang University (check http://www.topcoder.com/stat?c=school_avg_rating). Some ZJU students also tried Component Design / Development contests, and they have had very good achievements. In last year's TCCC, "PE" won the development contest, and "maone" got 2nd place in the design contest. Professor Chen is very kind and warm-hearted; the students in ZJU call her "Chen Yue Sister", instead of "Teacher Chen".

Submitter: [hyyylr]
Professor: Wenhui Wu

If not Petr, ACRush would be the top coder in algorithm contest! Yes, China is really a power house in this amazing community. If you ask the members from China, they will tell you about Professor Wenhui Wu from Tsinghua University, who is really a leader and a guide of young algorithm talents from China. As an alumni of Tsinghua University myself, my contact with Mr. Wu started several years before my entering into the university. Mr. Wu is the coach of the China IOI team and has been working for this for over 20 years, since 1980s. Thanks to his great effort, many middle (even primary) school students learn skills of programming and algorithms at a young age. I'm one of the students who benefits from his good books and lectures. Without him, maybe I would not be a CS student now. No Chinese competitor would deny that he is the most influential teacher of algorithm contests in China. Professor Wenhui Wu has a lot of stories. He has kept the record of long distance running in Tsinghua University for over 40 years. Now he is about 70 and he is still giving lectures of basic programming skills. This is a very famous course and attracts students from the whole university. As a rumor, I even heard that recently Miss Wu, the VP of TopCoder China, visited his lectures and asked him questions. I really hope Professor Wu could show up in this year's finals and compete with the top Chinese programmers together!

What Are We Watching?

Algorithm Competition

TopCoder Algorithm Competitions are fast-paced contests designed to find and reward the fastest and most accurate coder. Each round is broken into three main parts: the Coding Phase, the Challenge Phase, and the System Testing Phase.

The Coding Phase tasks competitors with solving 3 problems of increasing difficulty in 85 minutes. Competitors gain points for their submissions based on how fast they solve each problem.

During the Challenge Phase coders can submit inputs that attempt to "break" another coder's submission by looking for potential bugs. Successful challenges reward the challenger with extra points.

Once the Challenge Phase is over a series of System Tests is run on each program to determine correctness. After System Tests are finished the results are displayed on the Arena scoreboard and the winners are declared.

1

Room 1 **phase: CODING** **time: 00:29**

	POINT VALUE	LEVEL 1	LEVEL 2	LEVEL 3	
1st [mmorris]			423.91	575.00	998.91
2nd [gl494]	238.63		315.78		554.41
3rd [Jack]	211.95		315.78	1097.35	527.73
4th [TheFaxman]	211.95		247.56		211.95
5th [Mike]	147.72			827.33	147.72
[mess]				473.57	0.00
[thorgan]	108.46		354.34		0.00
[doki]			204.83		0.00

The Scoreboard during Coding Phase: Each score represents the potential points a competitor could earn on that problem. If the text is yellow, the coder is currently working on that problem. If the background is green, it has been submitted and the score is locked. The last column is the total score from all submitted problems.

2

Room 1 **phase: CHALLENGE** **time: 00:35**

	CHALLENGES	LEVEL 1	LEVEL 2	LEVEL 3	
1st [mmorris]		0.00	226.35	423.91	575.00
2nd [Mike]	50.00	147.72	0.00	639.21	836.93
3rd [gl494]	0.00	238.63	315.78	0.00	554.41
4th [Jack]	0.00	211.95	315.78	0.00	527.73
5th [mess]	0.00	0.00	0.00	446.32	446.32
6th [TheFaxman]	0.00	211.95	0.00	0.00	211.95
7th [thorgan]	0.00	0.00	0.00	0.00	0.00
8th [doki]	0.00	0.00	0.00	0.00	0.00

The Scoreboard during Challenge Phase: The first column is the last action that a coder made (challenged, viewing, etc.). If the text is green the challenge was successful, if red, it was unsuccessful. The "Challenges" column is the total points the coder has earned from the challenge phase. Each of the defense columns shows the coder's score for each submitted problem. If the score is yellow, someone is looking at it. If it is green, it was defended successfully. If it is red, it was challenged. The name of the challenger will appear under the score. The last column is total score.

3





Room 1 **phase: SYSTEM TESTING** **time: 00:00**

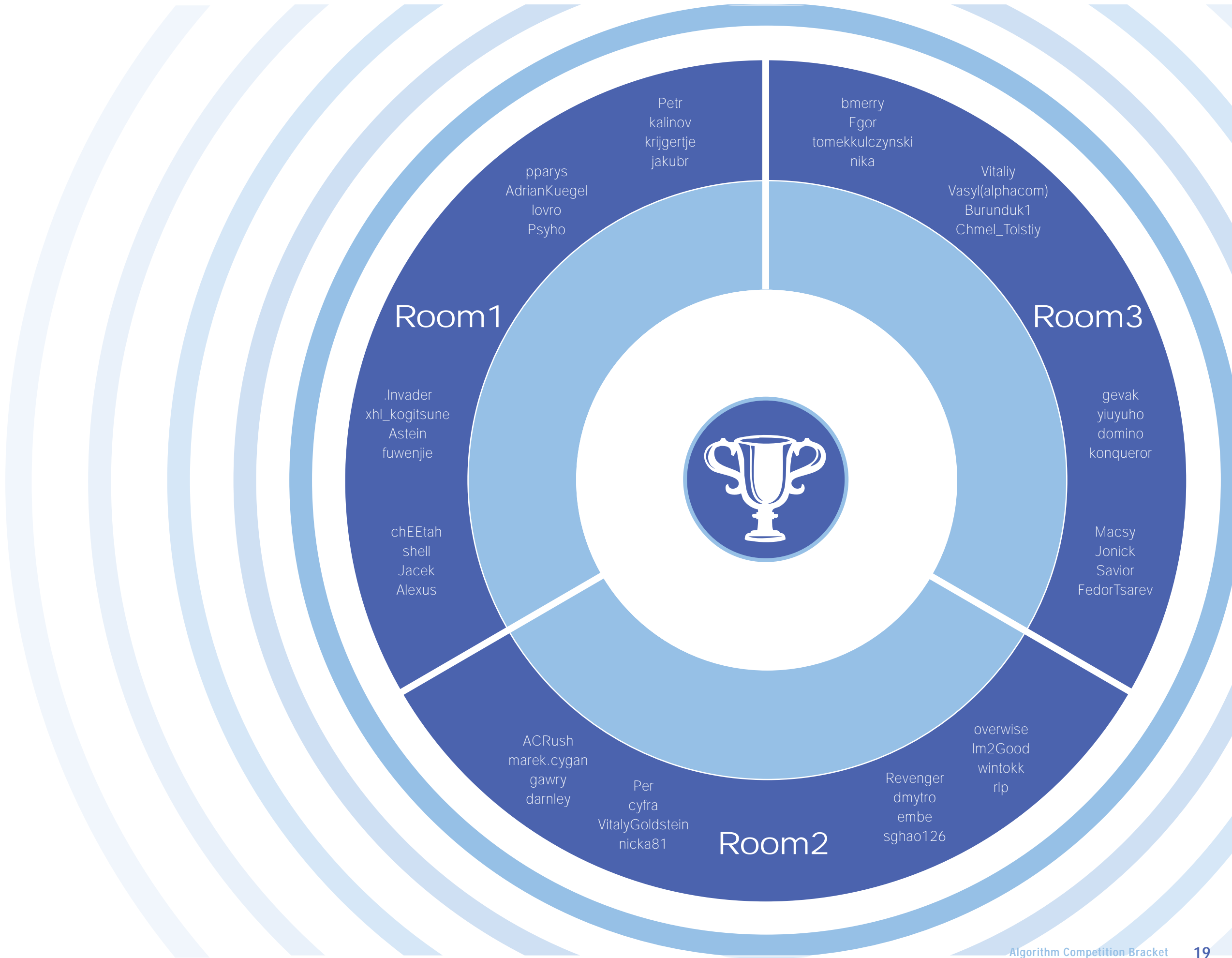
	LEVEL 1	LEVEL 2	LEVEL 3	
1st [mmorris]	2X35	4✓91	5✓00	998.91
2nd [mess]			4✓32	421.32
3rd [gl494]	2✓63	3X78		238.63
4th [Jack]	2✓95	3X78		211.95
5th [Mike]	1✓72		6X21	197.72
6th [doki]		✓		187.22
7th [TheFaxman]	2X95			-25.00
8th [thorgan]				-25.00

The Scoreboard during System Testing: Scores with a green background and a checkmark passed systests. Those with a red background and an X failed systest. Final column is total score.

ALGORITHM
COMPETITION
BRACKET

Color Legend

-  Semifinal Rounds
-  Wildcard Round
-  Final Round
-  Final Round



[ACRush]

Current Rating

3484

Current Ranking 1 / Rating Percentile 99.9831 / Number of Ratings 77 / Highest Rating 3488 / Country: China



TianCheng Lou

What are you studying in school? Computer Science.

What is your favorite class and why? Probability and Statistics. Because it's very interesting and helpful in programming, and most of the problems in TopCoder competitions need such ideas.

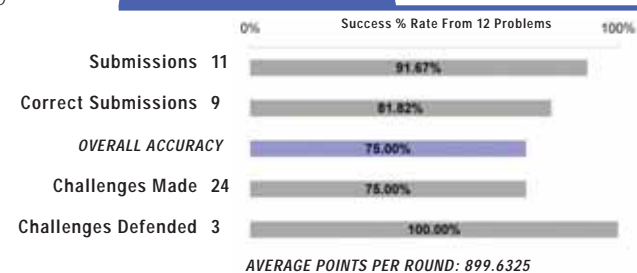
What do you do in your free time outside of school? Play computer games, card games and Go.

What is the best thing about being a TCCC finalist? Going to Disney world.

Rating History



Tournament Stats



[AdrianKuegel]

Current Rating

2558

Current Ranking 63 / Rating Percentile 98.9336 / Number of Ratings 173 / Highest Rating 2808 / Country: Germany



Adrian Kuegel

What are your plans after school? After I finish my diploma, I will probably do a PhD then.

What would be your dream job and company to work for? I haven't really thought about that yet. But my dream job would involve solving interesting problems.

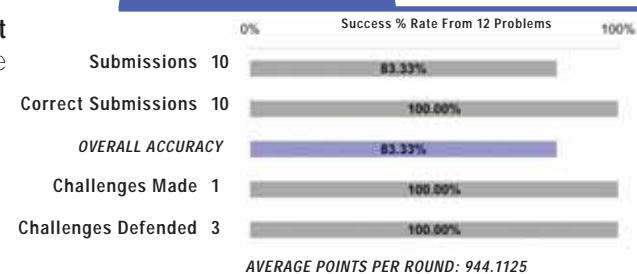
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Save the money until I know a good purpose for spending it.

What is the most important thing you learned from competing at TopCoder? I learned to code more carefully, so I don't produce as many bugs in programs as before.

Rating History



Tournament Stats



[Alexis]

Current Rating

2294

Current Ranking 135 / Rating Percentile 97.715 / Number of Ratings 31 / Highest Rating 2294 / Country: Russian Federation



Alexey Samsonov

What are you studying in school? At the Ural State University my major is almost pure mathematics, but we also have a lot of courses in the field of Computer Science and I also try to attend some special courses about programming too.

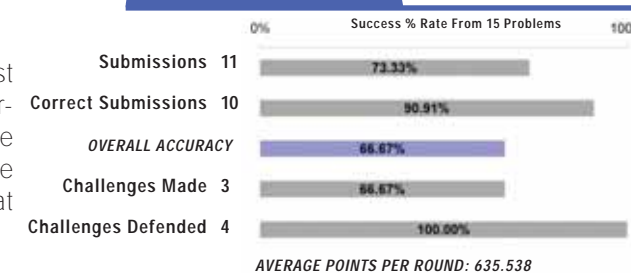
What is your favorite class and why? My favorite class is Discrete Mathematics and Graph Theory. First of all, it is connected with Computer Science, which I love so much. But also it contains a lot of beautiful math theorems and facts, which are interesting to talk about at lectures and practice classes.

What is the best thing about being a TCCC finalist? The best thing is that TCCC gives a great possibility to travel to different great places in the world, see something interesting there and, the greatest, to communicate with best of the best in the computer world to learn something from them or just to chat with them.

Rating History



Tournament Stats



[Astein]

Current Rating

2544

Current Ranking 65 / Rating Percentile 98.8998 / Number of Ratings 51 / Highest Rating 2590 / Country: Republic of Korea



Jin Ho Kim

Where did you grow up? Seoul, Korea

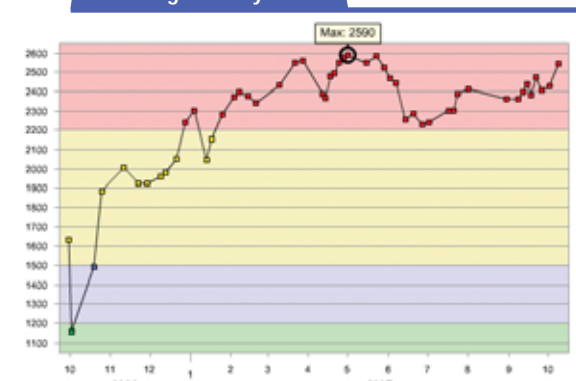
What was your favorite childhood game? Puyopuyo 2. It's classical puzzle game.

At what age did you start programming or designing and what was your first big project? I started programming at 8. My first big project is making dormitory

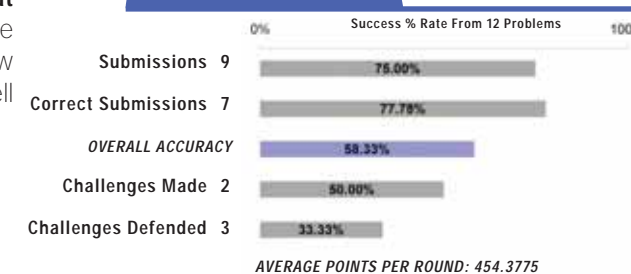
management system which is final project at software engineering course.

What is the most important thing you learned from competing at TopCoder? I learned from Jongman Koo (his TopCoder handle is "JongMan") He helped me learn how to use STL and how to approach DP-problem (also, memorization) I didn't do well solving DP before.

Rating History



Tournament Stats



[bmerry]

Current Rating

3322

Current Ranking 3 / Rating Percentile 99.9492 / Number of Ratings 99 / Highest Rating 3366 / Country: South Africa



Bruce Merry

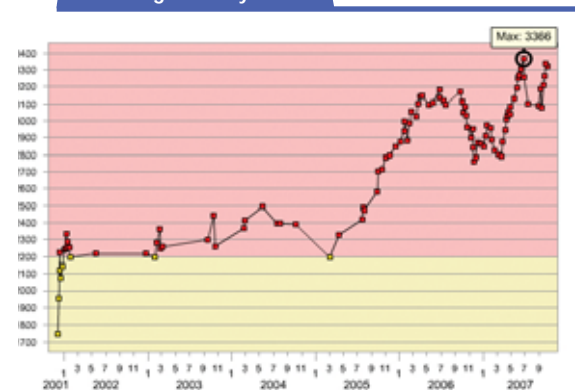
What are your plans after school? A job in computer graphics.

What would be your dream job and company to work for? A company that pays me to work from home on open-source projects.

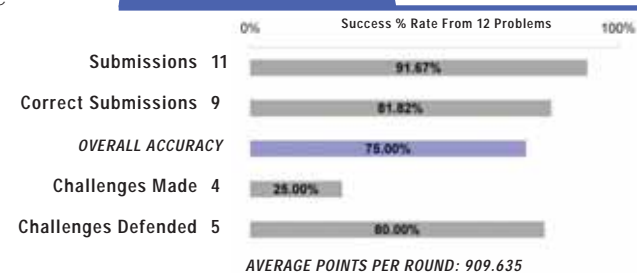
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Invest it.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Programs should be made as simple as possible, but no simpler.

Rating History



Tournament Stats



AVERAGE POINTS PER ROUND: 909.635

[Burunduk1]

Current Rating

2739

Current Ranking 31 / Rating Percentile 99.4753 / Number of Ratings 51 / Highest Rating 2739 / Country: Russian Federation



Sergey Kopeliovich

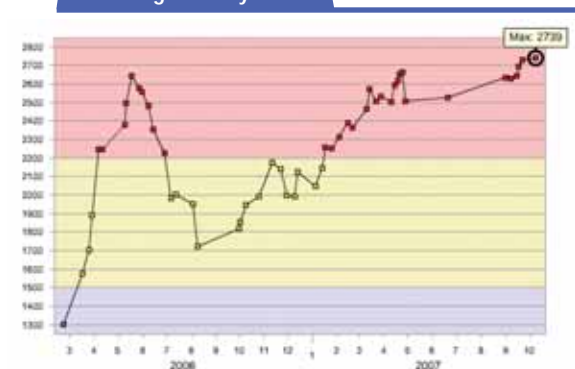
What are you studying in school? Mathematics.

What is your favorite class and why? Algebra. It's very interesting and sometimes almost impossible to understand =)

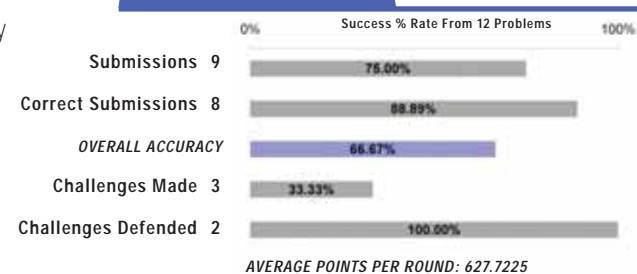
What do you do in your free time outside of school? If I have good company and a ball - of course volleyball =) Trainings (programming), try to find interesting sport games, cinema, walks, ...

What is the best thing about being a TCCC finalist? It's a very nice feeling, "I'm TCCC finalists!!! Wow!!!"

Rating History



Tournament Stats



AVERAGE POINTS PER ROUND: 627.7225

[chEEtah]

Current Rating

2175

Current Ranking 195 / Rating Percentile 96.6994 / Number of Ratings 71 / Highest Rating 2274 / Country: Kyrgyzstan



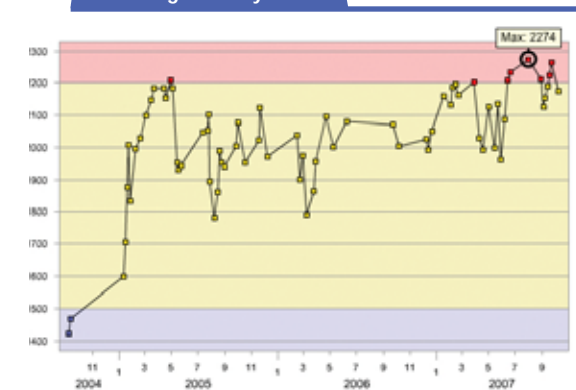
Andrey Mokhov

What are your plans after school? I always liked doing research so I will probably continue exploration of the unknowns in the areas of math, programming, and computer design.

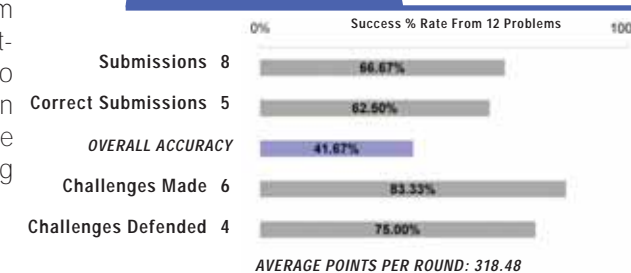
What would you do with the cash if you became the next TopCoder Champion at the TCCC? I'd buy a good piano as I can't afford it now and my synthesizer is quite primitive and does not satisfy me.

What is the most important thing you learned from competing at TopCoder that you will use in the future? TopCoder algorithm competitions are very specific. One has to prove the correctness of his solution before submission because there is no second chance to correct it after the system tests (which can be done in other programming competitions). This helped me to learn to analyze and prove the written code during writing and this turns to be very effective and time saving.

Rating History



Tournament Stats



AVERAGE POINTS PER ROUND: 318.48

[Chmel_Tolstiy]

Current Rating

2434

Current Ranking 94 / Rating Percentile 98.4089 / Number of Ratings 62 / Highest Rating 2581 / Country: Belarus



Aliaksei Tolstikau

What are your plans after school? Be happy with my family.

What would be your dream job and company to work for? I don't know yet.

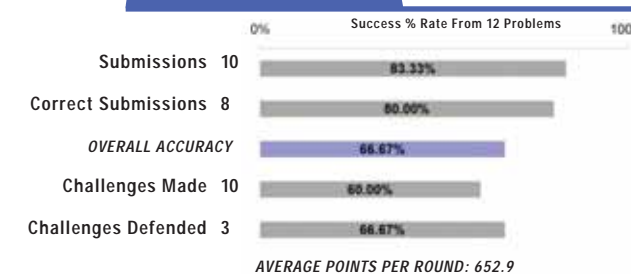
What would you do with the cash if you became the next TopCoder Champion at the TCCC? want to buy a flat for my family.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Accuracy and fast thinking.

Rating History



Tournament Stats



AVERAGE POINTS PER ROUND: 652.9



[cyfra]

Current Rating2826

Current Ranking 20 / Rating Percentile 99.6615 / Number of Ratings 54 / Highest Rating 2826 / Country: Poland



What are you studying in school? Computer science and math.

What is your favorite class and why? "Algorithms in practice". The only way to get a good grade from this course, was to participate in some contests.

What do you do in your free time outside of school? Enjoying student's life :-)

What is the best thing about being a TCCC finalist? That you can skip one week of Polish rainy autumn.



[dmytro]

Current Rating2568

Current Ranking 61 / Rating Percentile 98.9675 / Number of Ratings 94 / Highest Rating 2570 / Country: Ukraine

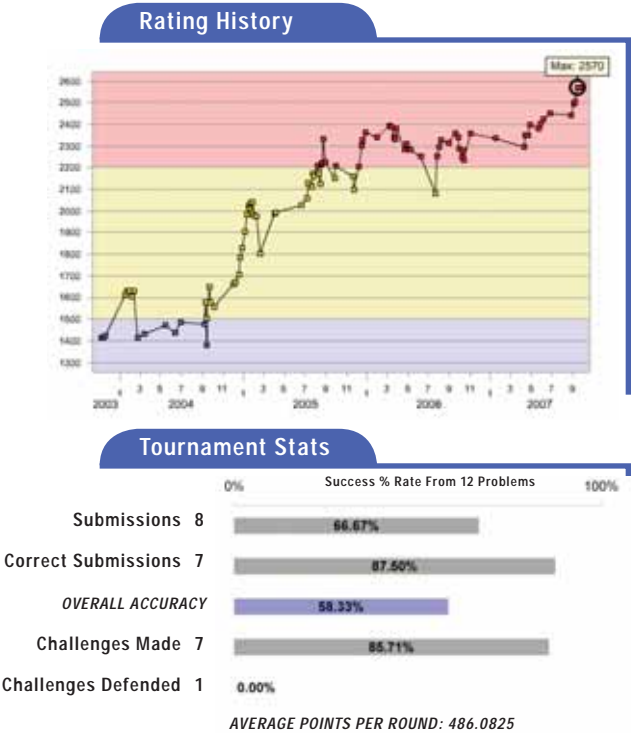


What are your plans after school? I'll go for a PhD.

What would be your dream job and company to work for? Astronaut, NASA.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? I'd buy some chocolate and save the rest for my studies.

What is the most important thing you learned from competing at TopCoder that you will use in the future? From TopCoder I learned that any goal is achievable.



[darnley]

Current Rating2854

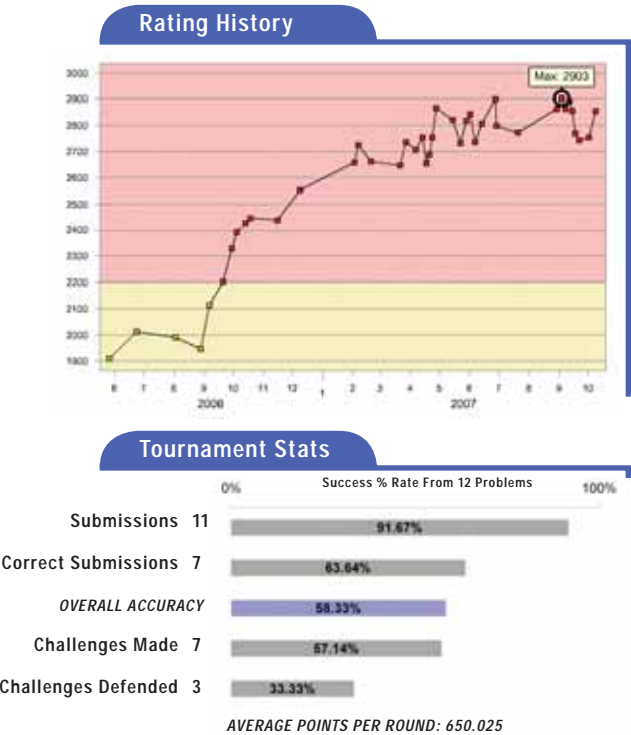
Current Ranking 17 / Rating Percentile 99.7123 / Number of Ratings 41 / Highest Rating 2903 / Country: Russian Federation



Where did you grow up? St. Petersburg, "the cultural capital" of Russia.

What was your favorite childhood game? We had a ship drawn on the ground, even with some tackle, such as steering wheel made of a bicycle wheel, and an entire crew with a captain, a boatswain, a navigator and me being a cabin boy (I was the youngest in the company). Sometimes I was even trusted to be a steersman, and I can boast that under my control our ship never ran against a reef!

At what age did you start programming or designing and what was your first big project? At age 10 I started programming on Spectrum - a computer that supports only Basic and is connected to a TV screen. My first serious program was a visualizer of Julia sets (beautiful fractals).



[domino]

Current Rating2623

Current Ranking 51 / Rating Percentile 99.1368 / Number of Ratings 50 / Highest Rating 2631 / Country: Romania

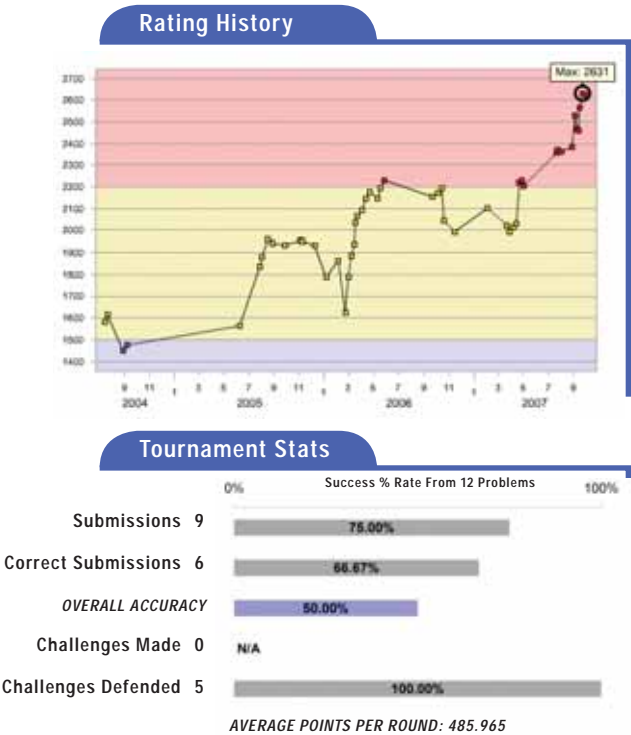


Where did you grow up? In Ploiesti, a city in Romania.

What was your favorite childhood game? Monopoly.

At what age did you start programming or designing and what was your first big project? I started programming when I was about 11 years old. My first big project was <http://infoarena.ro>, a Romanian website used for training in programming competitions.

Did you have a mentor that helped you hone your skills? I had several people that helped me during the years to improve my skills. My informatics teacher from 5th to 12th grade, Dana Lica, first introduced me to the world of algorithm problems and contests and I wouldn't be here without her. I also learned a lot from Cosmin Negrușeri (TopCoder handle Cosmin.ro). He was also the person who introduced me to TopCoder.



[Egor]

Current Rating 2948

Current Ranking 11 / Rating Percentile 99.8138 / Number of Ratings 118 / Highest Rating 3065 / Country: Russian Federation



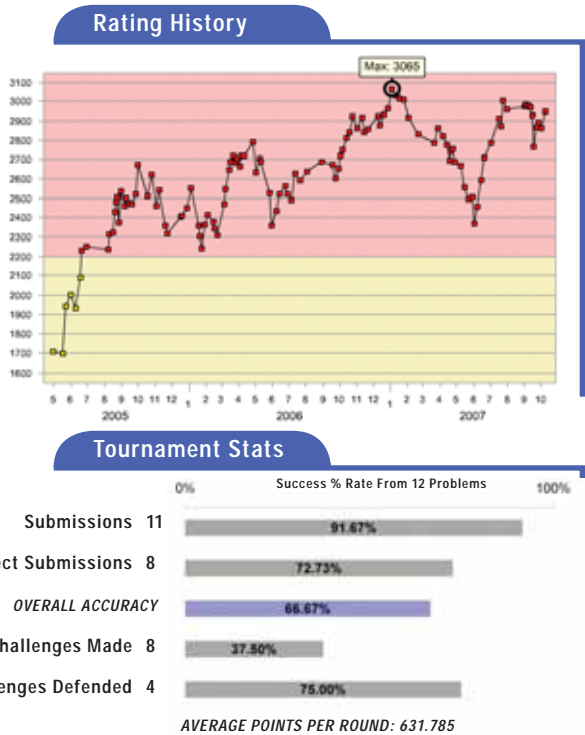
Egor Kulikov

What are you studying in school? In September I graduated from chair of Discrete Math.

What is your favorite class and why? Graph Theory - just because I love graph problems.

What do you do in your free time outside of school? I am currently working for Google and get ready to apply for my PhD study.

What is the best thing about being a TCCC finalist? Fun.



[FedorTsarev]

Current Rating 2318

Current Ranking 125 / Rating Percentile 97.8842 / Number of Ratings 37 / Highest Rating 2332 / Country: Russian Federation

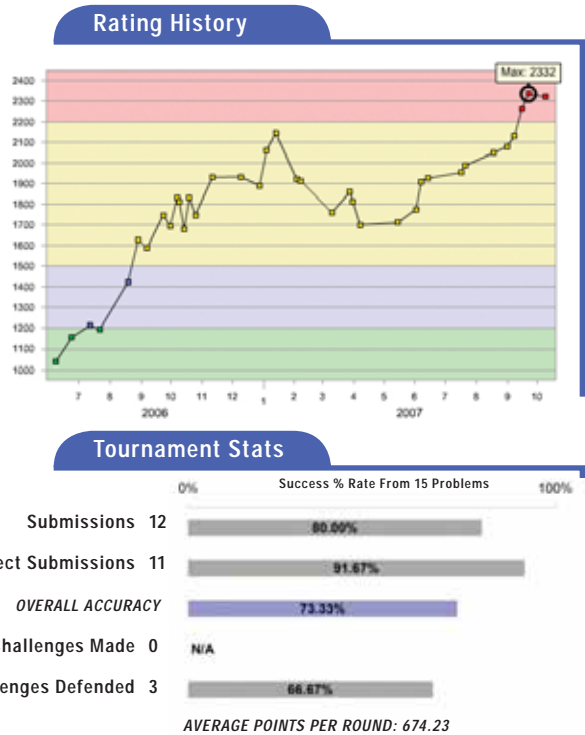


Fedor Tsarev

What are your plans after school? After school I will continue doing research in area of Genetic Algorithms and Automata-Based Programming that I am doing in my university. I also will teach children in school because I like to do it very much. And, of course, I will continue to participate in TopCoder Algorithm Competitions.

What would be your dream job and company to work for? On my dream job I would develop computer programs intended to help people in different aspects of their life. This development should be based on scientific research, which is not only theoretically, but practically oriented.

What would you do with the cash if you became the next Top-Coder Champion at the TCCC? I will buy a car.



[embe]

Current Rating 2412

Current Ranking 101 / Rating Percentile 98.2905 / Number of Ratings 66 / Highest Rating 2543 / Country: Poland



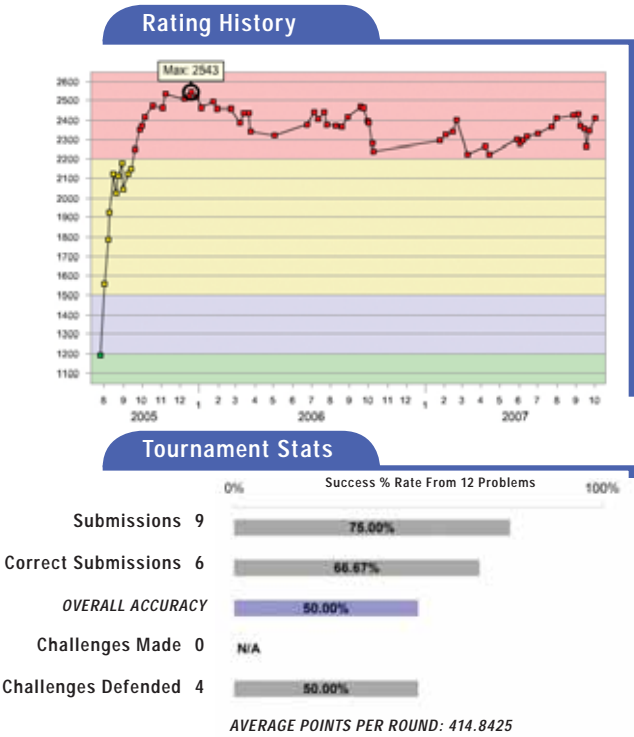
Michal Bartoszkiewicz

Where did you grow up? In Wroclaw, Poland.

What was your favorite childhood game? Thinking up, in turns, words beginning with the letter the previous one ended with.

At what age did you start programming or designing and what was your first big project? I started programming at the age of 9. My first "big" project was an implementation of the "Connect 4" game.

Did you have a mentor that helped you hone your skills? My Father - he taught me how to program and bought my first computer.



[fuwenjie]

Current Rating 2474

Current Ranking 79 / Rating Percentile 98.6628 / Number of Ratings 35 / Highest Rating 2873 / Country: China



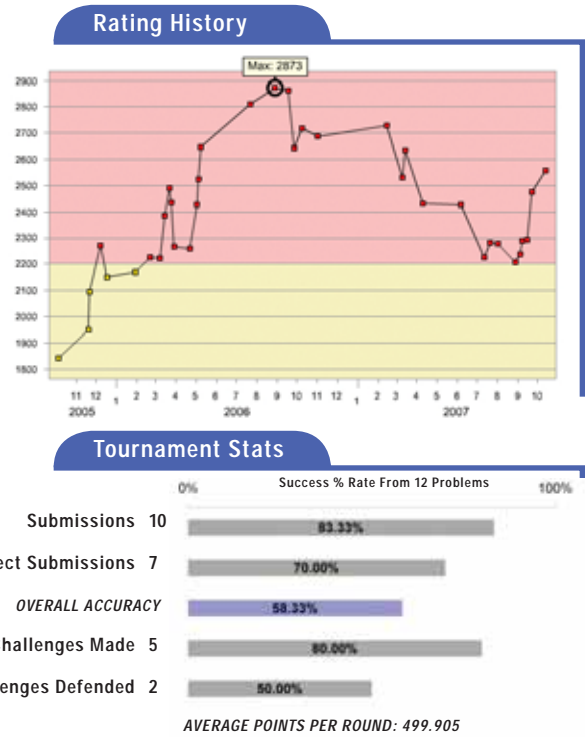
Wenjie Fu

Where did you grow up? Shanghai, China.

What was your favorite childhood game? Poker.

At what age did you start programming or designing and what was your first big project? I was 12. I can't quite remember my first big project, but it is probably a game, like Minesweeper.

Did you have a mentor that helped you hone your skills? Absolutely yes, and it will be a long list. My teachers prior to college are Fu-Jun Zhu, Xiao-Qing Yu, and Jian-De Wang.



ALGORITHM FINALISTS

[gawry]

Current Rating

3054

Current Ranking 8 / Rating Percentile 99.8646 / Number of Ratings 108 / Highest Rating 3054 / Country: Poland



Pawel Gawrychowski

What are your plans after school? If I'll finish my PhD, doing more school.

What would be your dream job and company to work for? The one that would pay me well for doing something theoretically inclined.

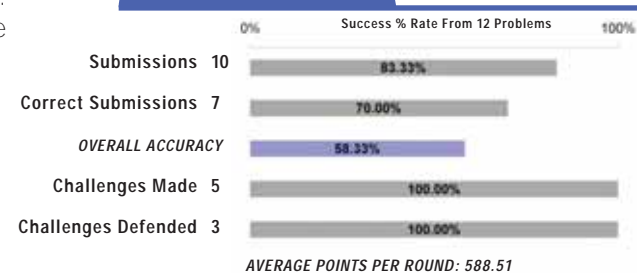
What would you do with the cash if you became the next Top-Coder Champion at the TCCC? I'd buy something pretty.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Keep It Simple (or: the more lines you write, the more bugs you have; that's the reason some of my programs are a little horizontal).

Rating History



Tournament Stats



[gevak]

Current Rating

2635

Current Ranking 47 / Rating Percentile 99.2045 / Number of Ratings 103 / Highest Rating 2723 / Country: Russian Federation



Alexey Zhevak

Where did you grow up? Ufa, Russia.

What was your favorite childhood game? Sid Meier's Civilization.

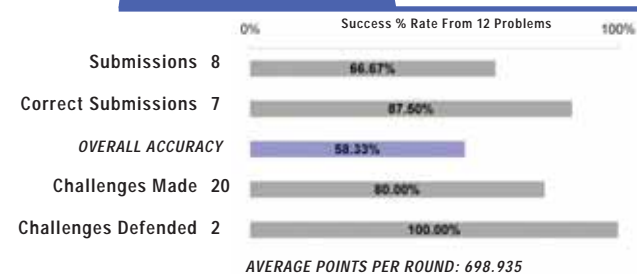
At what age did you start programming or designing and what was your first big project? At 7 years, a computer game.

Did you have a mentor that helped you hone your skills? School teacher of informatics, she opened me a world of Informatic Olympiads

Rating History



Tournament Stats



ALGORITHM FINALISTS

[Im2Good]

Current Rating

2620

Current Ranking 53 / Rating Percentile 99.1029 / Number of Ratings 145 / Highest Rating 2620 / Country: Norway



Rune Fevang

What are you studying in school? Computer Engineering, Master degree.

What is your favorite class and why? Algorithms and Data Structures, because it made me realise just how much fun problem solving can be.

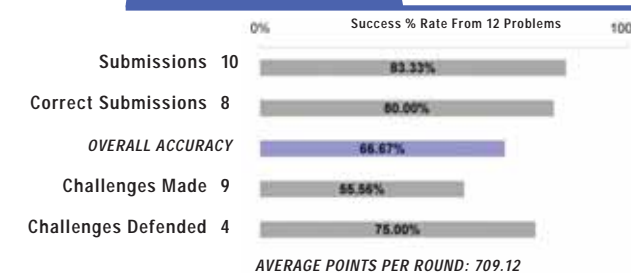
What do you do in your free time outside of school? Play way too many computer games ;)

What is the best thing about being a TCCC finalist? Going to Disney World!

Rating History



Tournament Stats



[.Invader]

Current Rating

2621

Current Ranking 52 / Rating Percentile 99.1198 / Number of Ratings 83 / Highest Rating 2721 / Country: Russian Federation



Spirichev Maxim

Where did you grow up? Monchegorsk.

What was your favorite childhood game? It's train modeling.

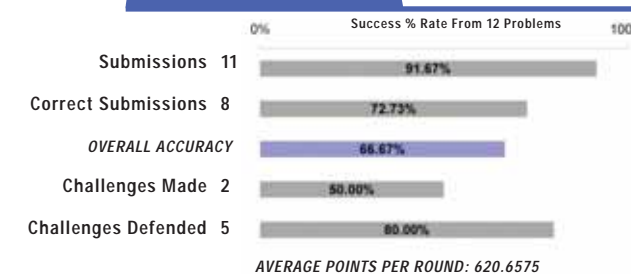
At what age did you start programming or designing and what was your first big project? I started programming at 15. My first project is the site of my school.

Did you have a mentor that helped you hone your skills? My first mentor was Vladimir Kuznetsov. He taught me a base knowledge in programming.

Rating History



Tournament Stats



[Jacek]

Current Rating 2169

Current Ranking 201 / Rating Percentile 96.5978 / Number of Ratings 99 / Highest Rating 2384 / Country: Poland

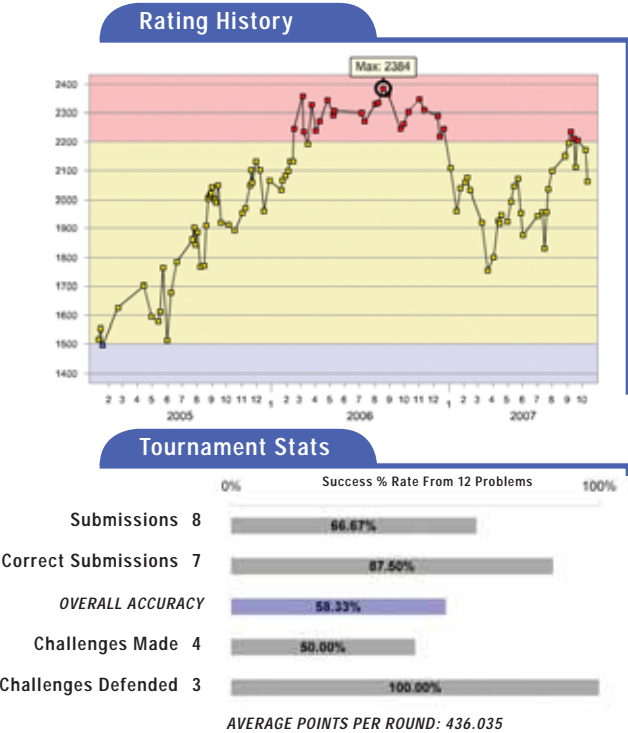


Jacek Jurewicz

Where did you grow up? Olsztyn, Poland. The same city, another finalist (rlp) comes from.

What was your favorite childhood game? I played all kinds of games when I was young. Badminton was a game that always helped me relax.

At what age did you start programming or designing and what was your first big project? I started something like programing at the age of about 6 - it was mainly entering source codes in BASIC from a book into my Atari 65XE. It was at the end of basic school that I got my first PC, so I had already learned Logo, BASIC and even Assembly on Atari by then. In high school I learned Pascal and C/C++ but had no idea of algorithm complexity, so I never qualified for Informatics Olympiad. My first "official" project was an adventure game taking place in my school, written in Delphi, which was my final project in high school.



[jakubr]

Current Rating 2795

Current Ranking 27 / Rating Percentile 99.543 / Number of Ratings 93 / Highest Rating 2894 / Country: Poland

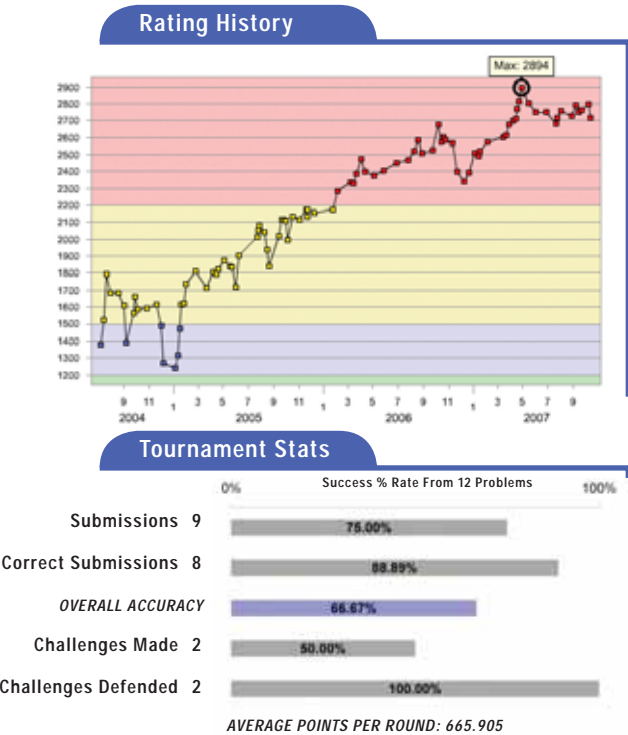


Jakub Radoszewski

What is your favorite class and why? This would be Discrete Mathematics. I enjoyed all the pretty techniques I learned there.

What do you do in your free time outside of school? I play badminton two times a week. I also write programs (training for TopCoder or ACM ICPC) and teach advanced algorithms at high schools in Warsaw and Poznan. And I like talking with friends.

What is the best thing about being a TCCC finalist? Keeping in touch with the unique TopCoder community. And getting a TopCoder egg. Maybe this year someone will tell me what is this liquid inside of it made of?



[Jonick]

Current Rating 2497

Current Ranking 75 / Rating Percentile 98.7305 / Number of Ratings 44 / Highest Rating 2497 / Country: Russian Federation

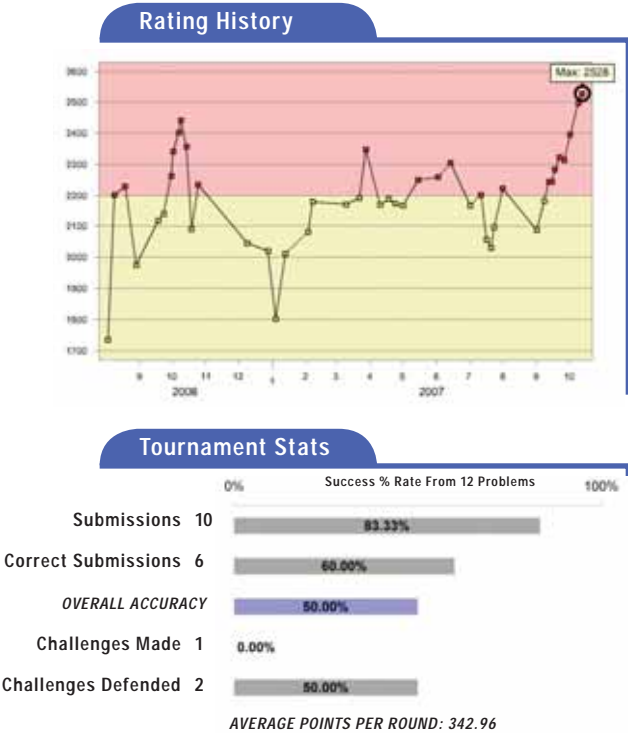


Evgeny Shavlyugin

Where did you grow up? I grew up in Vlad-ivostok city. After 17 I moved to Moscow and now I'm studying in Moscow State University.

What was your favorite childhood game? When I was under 10, I didn't have a com-puter so in that time I played a lot of sport games and chess. After I got my computer my favorite com-puter game was Z. Now I'm not playing computer games.

Did you have a mentor that helped you hone your skills? My first Computer Programming teacher was Alexander Klenin from Vladivostok. He taught me the basic aspects of program-ing and algorithms. When I was 16 I was chosen to go to the Russian IOI camp, where I learned advanced program-ming and algorithms features from those TopCoder members: Petr, Mike_Mirzayanov, KOTEHOK, andrewzta and some other people who don't compete in TopCoder.



[kalinov]

Current Rating 3107

Current Ranking 6 / Rating Percentile 99.8984 / Number of Ratings 163 / Highest Rating 3139 / Country: Croatia



Luka Kalinovcic

What are you studying in school? I'm studying information processing and multimedia technologies at my university. I'm also currently studying stereo vision for my project class.

What is your favorite class and why? I have always been most comfortable with maths. There is no ambiguity there.

What do you do in your free time outside of school? I ride a bicycle a lot these days, visiting nearby cities and enjoying the nature. I also like playing guitar and polyphonic singing. And, of course, I also do programming competitions in my free time.

What is the best thing about being a TCCC finalist? There a lot of great things about being a TCCC finalist, but the very best thing is traveling.



[konqueror]

Current Rating2284

Current Ranking 144 / Rating Percentile 97.5626 / Number of Ratings 120 / Highest Rating 2496 / Country: India



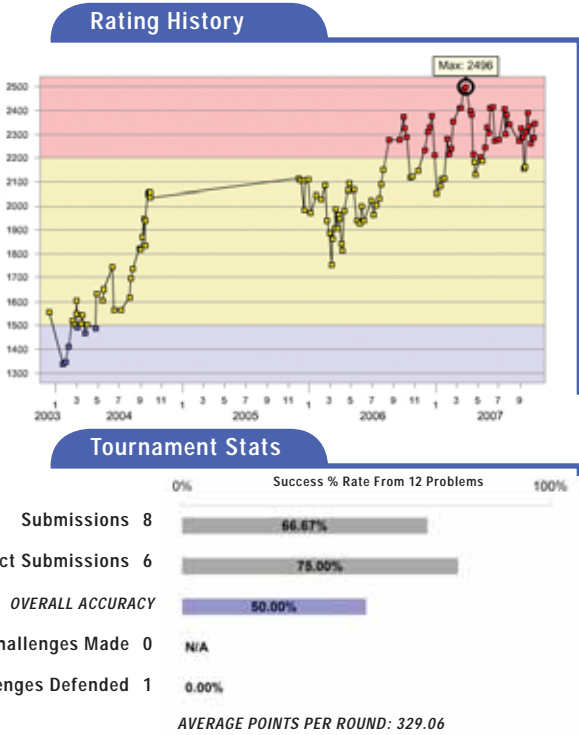
LakshmiSubrahmanyam Velaga

Where did you grow up? Tenali, Andhra Pradesh, India.

What was your favorite childhood game? Backyard cricket with my brother

At what age did you start programming or designing and what was your first big project? Started programming at 18. First "big" project: Compiler for a very restricted subset of C.

Did you have a mentor that helped you hone your skills? No direct mentors. But, I owe a lot to the TC community for improving my skills and knowledge.



[lovro]

Current Rating2575

Current Ranking 60 / Rating Percentile 98.9844 / Number of Ratings 118 / Highest Rating 2667 / Country: Croatia



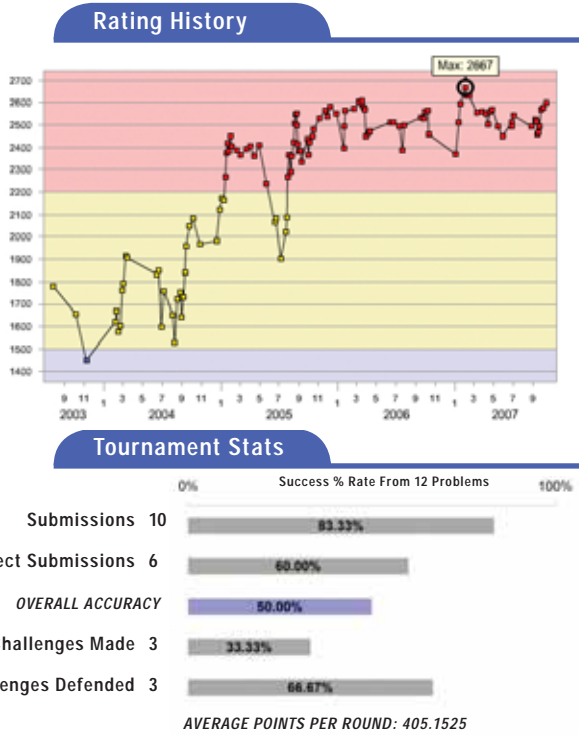
Lovro Puzar

What are your plans after school? void plans_after_school;

What would be your dream job and company to work for? More important than work itself would be living a nice place, so that I can enjoy the other 110-ish hours in the week.

What would you do with the cash if you became the next Top-Coder Champion at the TCCC? I'd take it easy.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Think all decisions through. Rationalize. Write down ideas and observations. Accuracy is more important than speed, so slow down. Test.



[krijgertje]

Current Rating2942

Current Ranking 12 / Rating Percentile 99.7969 / Number of Ratings 139 / Highest Rating 3213 / Country: Netherlands



Erik-Jan Krijgsman

Where did you grow up? I grew up in Hen-gevelde, a small city in the Netherlands.

What was your favorite childhood game? Definitely soccer. And it still is.

At what age did you start programming or designing and what was your first big project? I started programming around the age of 13, when I found a book about a programming course in Pascal for my mother.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? I didn't really have a mentor; I found out almost everything on my own. Sometimes when I got stuck, my father helped me.



[Macsy]

Current Rating2524

Current Ranking 70 / Rating Percentile 98.8152 / Number of Ratings 30 / Highest Rating 2524 / Country: China



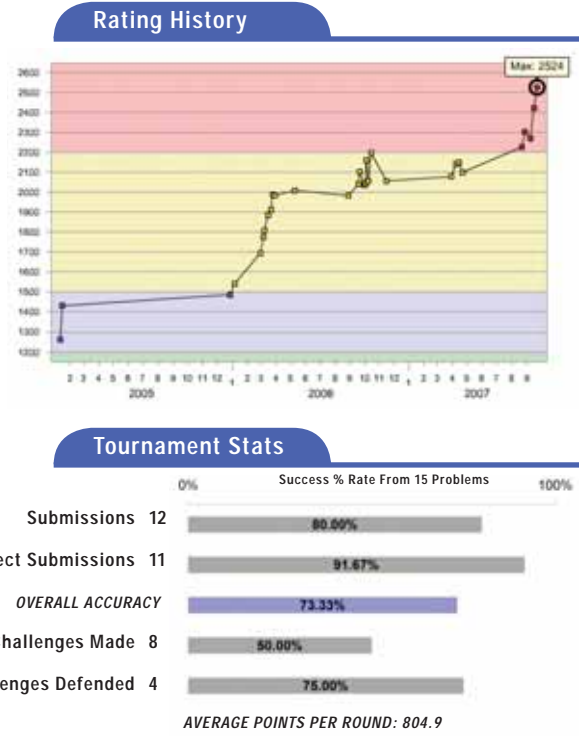
Yifei Zhang

What are you studying in school? Com-puter Science

What is your favorite class and why? Logic. I like the teacher.

What do you do in your free time outside of school? Travel, play cards with my friends.

What is the best thing about being a TCCC finalist? Being a TCCC finalist is the best thing.



[marek.cygan]

Current Rating

3197

Current Ranking 4 / Rating Percentile 99.9323 / Number of Ratings 152 / Highest Rating 3197 / Country: Poland



Marek Cygan

Where did you grow up? In Bydgoszcz (Poland), city with approximately 400K inhabitants.

What was your favorite childhood game? I spent most of my free time on bike or playing table tennis (or at least trying).

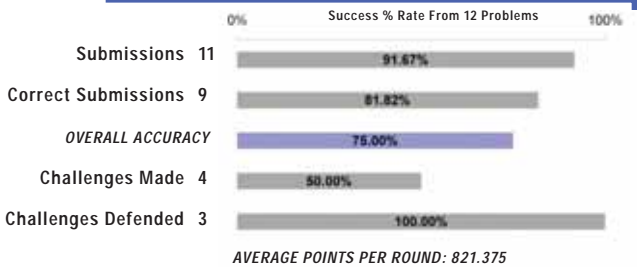
At what age did you start programming or designing and what was your first big project? I wrote my first program when I was 15 years old, but the first big project I have made was during studies. It was a computer game written in Ocaml.

Did you have a mentor that helped you hone your skills? Generally I learned by myself, but classes at Warsaw University help me a lot. Thanks to andrewzta, I had the possibility to compete in many trainings with Russian teams. It gave me an invaluable experience.

Rating History



Tournament Stats



[nicka81]

Current Rating

2662

Current Ranking 40 / Rating Percentile 99.323 / Number of Ratings 173 / Highest Rating 2791 / Country: Russian Federation



Nikolay Archak

What are you studying in school? I am studying Information Systems. It is a broad science covering technical, economic, and managerial aspects of IT.

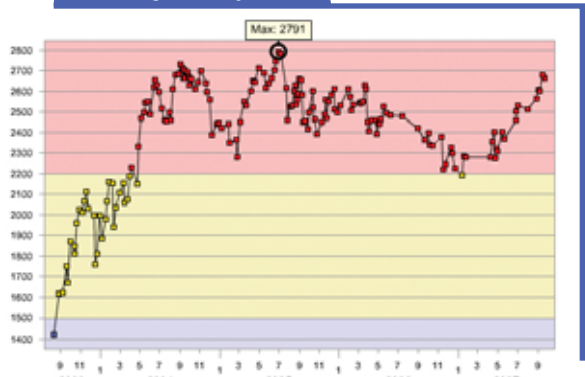
What is your favorite class and why? Each new class is my favorite because it allows me to learn something I didn't

know before.

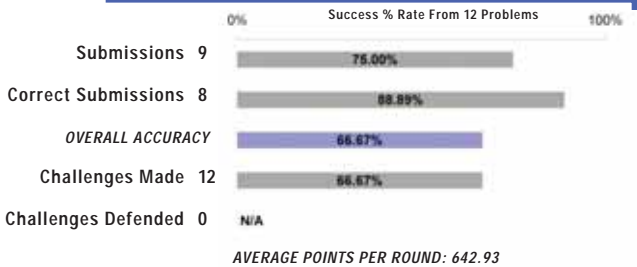
What do you do in your free time outside of school? I am a PhD student. PhD students are not expected to have free time until they graduate.

What is the best thing about being a TCCC finalist? The best thing about being a TCCC finalist is, of course, meeting other finalists.

Rating History



Tournament Stats



[nika]

Current Rating

2684

Current Ranking 35 / Rating Percentile 99.4076 / Number of Ratings 41 / Highest Rating 2776 / Country: Georgia



Nicholas Jimsheleishvili

What are you studying in school? In university I'm studying Computer Science.

What is your favorite class and why? Some interesting Math classes. For example, Probability theory.

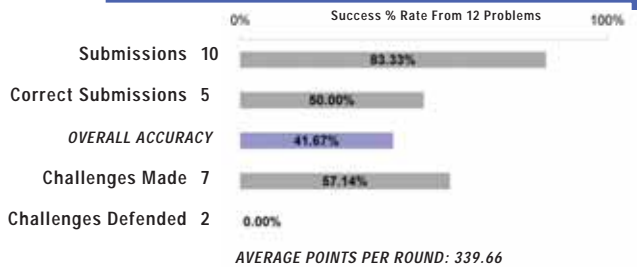
What do you do in your free time outside of school? Compete in programming competitions :)

What is the best thing about being a TCCC finalist? I did it with very bad performance in online rounds. I have been so close to be eliminated. I like onsite competitions very much and now I have very good chance to show my best performance.

Rating History



Tournament Stats



[otherwise]

Current Rating

2356

Current Ranking 113 / Rating Percentile 98.0873 / Number of Ratings 83 / Highest Rating 2627 / Country: Germany



Robin Nittka

Where did you grow up? Ehingen, Germany

What was your favorite childhood game? Ghostbusters on the C64

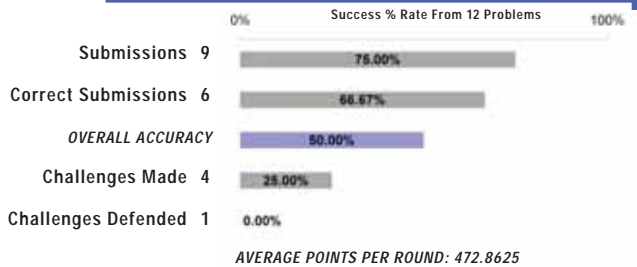
At what age did you start programming or designing and what was your first big project? 19 Measurement Software for DSL Modems during an internship at Agilent

Did you have a mentor that helped you hone your skills? My two brothers are software engineers and helped me get started with C++. Later, I joined the ACM programming team at university and was coached by other participants, for example Wernie, AdrianKuegel and Mathman19.

Rating History



Tournament Stats



[Per]

Current Rating

2959

Current Ranking 9 / Rating Percentile 99.8477 / Number of Ratings 56 / Highest Rating 2959 / Country: Sweden



Per Austrin

Where did you grow up? In Karlstad in western Sweden.

What was your favorite childhood game? Risk (though I played with made-up rules for several years). Also, I spent way too many hours with my NES (though that's not one single game).

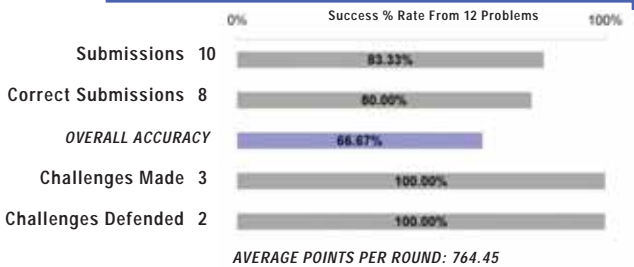
At what age did you start programming or designing and what was your first big project? I think I was around ten-ish when I started programming. Can't remember what my first big project was, but we did write a multi-user spreadsheet several years ago (an idea that was later stolen by Google, of course!)

Did you have a mentor that helped you hone your skills? Not really, I learned from a lot of different sources.

Rating History



Tournament Stats



[Petr]

Current Rating

3341

Current Ranking 2 / Rating Percentile 99.9661 / Number of Ratings 128 / Highest Rating 3753 / Country: Russian Federation



Petr Mitrichev

What are your plans after school? Umm... That's too far away.

What would be your dream job and company to work for? The company I work for now is probably one of those :)

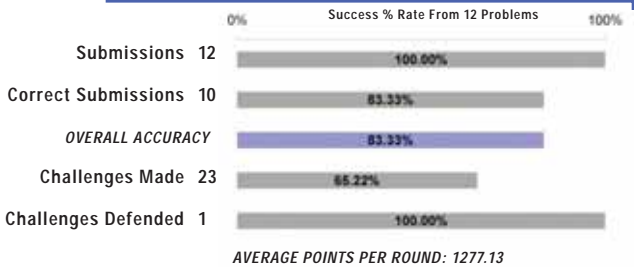
What would you do with the cash if you became the next TopCoder Champion at the TCCC? Save them. Real estate prices in Moscow are, well, not so cute.

What is the most important thing you learned from competing at TopCoder that you will use in the future? It's much easier to reach the top than to stay there.

Rating History



Tournament Stats



[pparys]

Current Rating

2826

Current Ranking 20 / Rating Percentile 99.6615 / Number of Ratings 72 / Highest Rating 2840 / Country: Poland



Pawel Parys

What are your plans after school? I'm going to stay at Warsaw University as professor.

What would be your dream job and company to work for? Such job in which I will have to solve problems like on TopCoder.

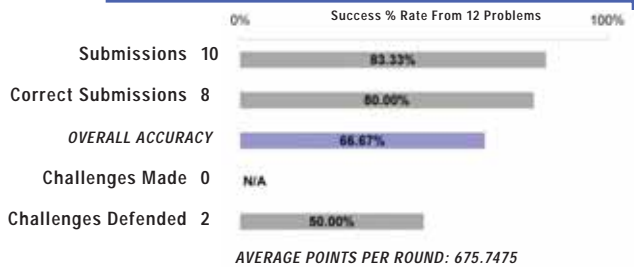
What would you do with the cash if you became the next TopCoder Champion at the TCCC? That would go to cover expenses of some interesting travel together with my wife (probably using bicycles). And to redecorate our flat.

What is the most important thing you learned from competing at TopCoder that you will use in the future? That I have to be careful - it's better to be careful than later looking for what was done wrong and repairing it.

Rating History



Tournament Stats



[Psycho]

Current Rating

2495

Current Ranking 77 / Rating Percentile 98.6967 / Number of Ratings 93 / Highest Rating 2652 / Country: Poland



Przemyslaw Debiak

Where did you grow up? In Poland!?

What was your favorite childhood game? When I was small kid I was inventing a lot of primitive games, and usually we (me and my friends from neighborhood) were playing in one of my inventions. I never had any favorite because I always kept forgetting my ideas on the next day :)

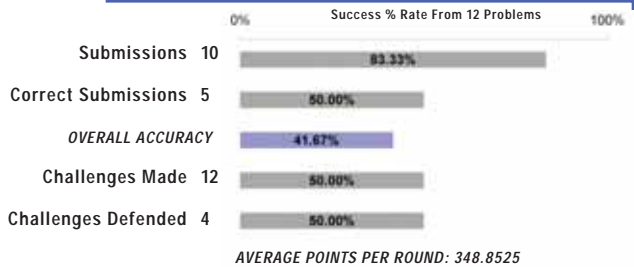
At what age did you start programming or designing and what was your first big project? I started programming when I was 14. I was making lots of games in QBasic and then later in Pascal/Asm. I never had any big project because I couldn't focus on only one thing for a longer period.

Did you have a mentor that helped you hone your skills? Never.

Rating History



Tournament Stats



[Revenger]

Current Rating 2682

Current Ranking 36 / Rating Percentile 99.3907 / Number of Ratings 121 / Highest Rating 2952 / Country: Russian Federation



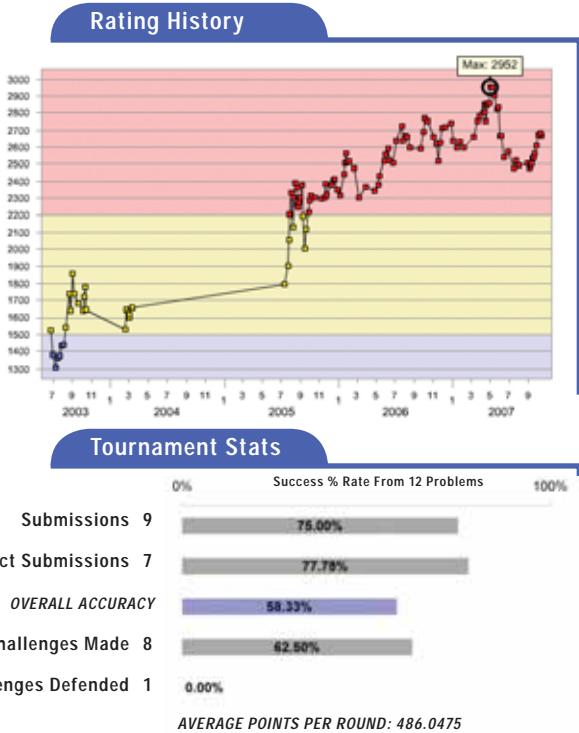
Denis Nazarov

What are you studying in school? There a lot of classes in university. Of course I don't remember all of them.

What is your favorite class and why? Function analysis was my favorite class. I liked it because I like to think and solve interesting problems.

What do you do in your free time outside of school? I participate in TopCoder competitions :-)

What is the best thing about being a TCCC finalist? The best thing is the trip to Orlando!



[Savior]

Current Rating 2376

Current Ranking 107 / Rating Percentile 98.1889 / Number of Ratings 129 / Highest Rating 2584 / Country: China



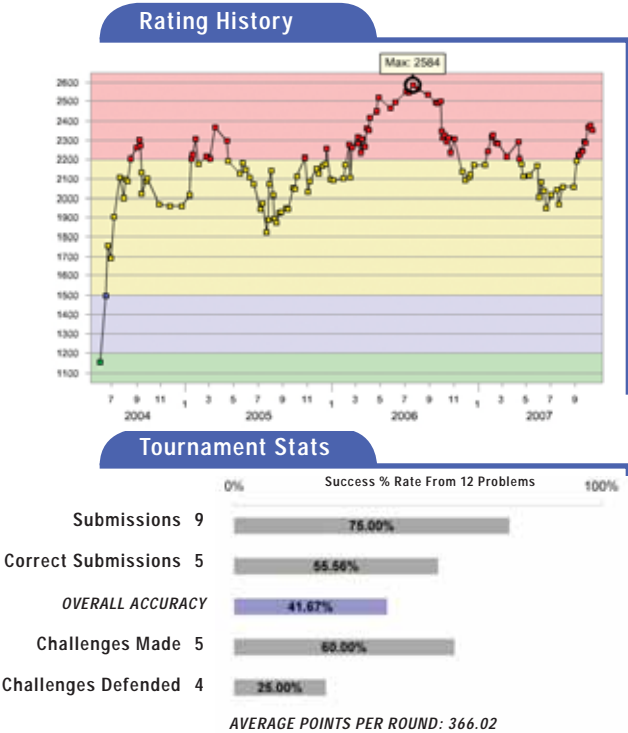
Shi Chen

What are you studying in school? Computer Science

What is your favorite class and why? Algorithm and Data Structure. I can have a sleep there.

What do you do in your free time outside of school? I like walking around the campus.

What is the best thing about being a TCCC finalist? I failed three times on the last online round of TCO and TCCC algorithm competitions; I'm very excited that I made it this time. It may be my last time to join in TCCC, only 48 contestants advance onsite; I was just the 48th on the round 4. I'm also happy that I will go to onsite finals as an algorithm finalist and a development final reviewer.



[rlp]

Current Rating 2203

Current Ranking 177 / Rating Percentile 97.0041 / Number of Ratings 81 / Highest Rating 2251 / Country: Poland



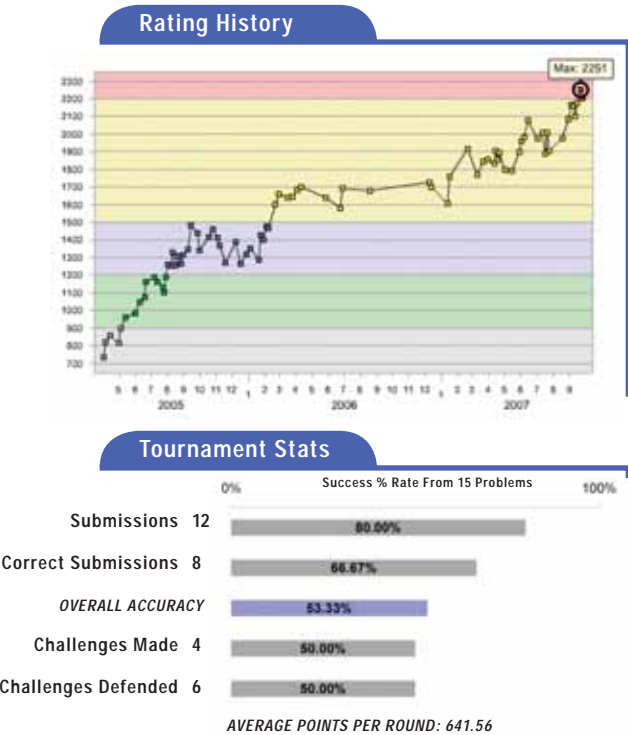
Rafal Józefowicz

Where did you grow up? Olsztyn, Poland

What was your favorite childhood game? Football.

At what age did you start programming or designing and what was your first big project? I started at about 16. I haven't written anything big, couple of simple games maybe.

Did you have a mentor that helped you hone your skills? I was studying algorithms by myself, but of course I have friends who help me with really difficult problems.



[sghao126]

Current Rating 2593

Current Ranking 59 / Rating Percentile 99.0014 / Number of Ratings 84 / Highest Rating 2593 / Country: China



Guanghao Shen

What are your plans after school? Take a job.

What would be your dream job and company to work for? I like a job that requires skills to transform new technology into production.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? Wow, I could take one year of vacation.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? In order to do it fast, do slowly.



[shell]

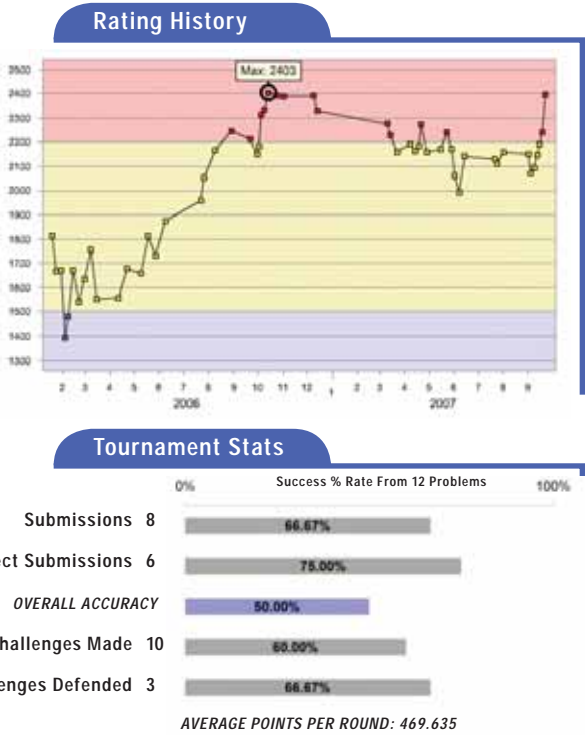
Current Rating 2395

Current Ranking 105 / Rating Percentile 98.2227 / Number of Ratings 54 / Highest Rating 2403 / Country: China



Xiaohui Bei
Where did you grow up? Shenyang, a beautiful city in Northeastern of China.
What was your favorite childhood game? Play with my old, poor, 386 computer.
At what age did you start programming or designing and what was your first big project? I started programming in my junior school, while till now I haven't got a big project yet.

Did you have a mentor that helped you hone your skills? Guixiang Qiu, who is my computer teacher at junior and senior school, she taught me how to program in the very beginning.



[VasyI(alphacom)]

Current Rating 2804

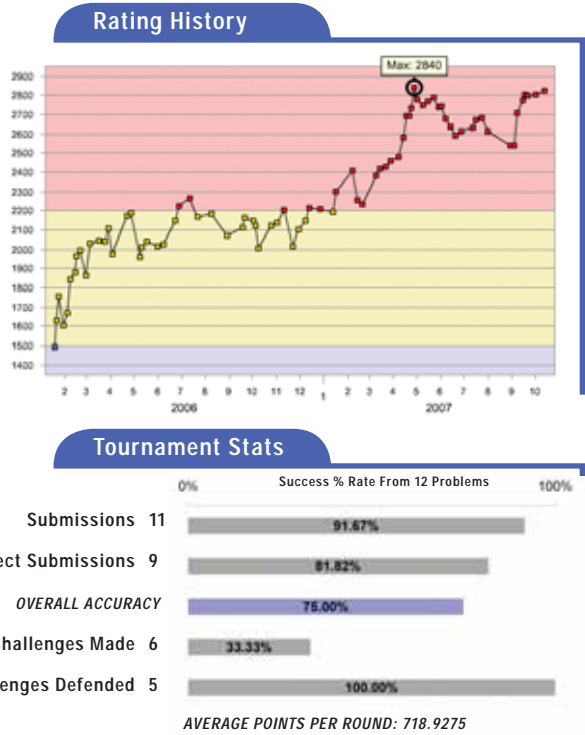
Current Ranking 25 / Rating Percentile 99.5768 / Number of Ratings 77 / Highest Rating 2840 / Country: Ukraine



VasyI Biletskyy
What are your plans after school? While I'm studying I plan to win TCCC and after school I would like to win TCO :)
What would be your dream job and company to work for? TopCoder, of course! I hope now I will get better room in a hotel or something else :)

What would you do with the cash if you became the next TopCoder Champion at the TCCC? I would buy Mickey Mouse with all his staff and keep the change.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? Accuracy.



[tomekkulczynski]

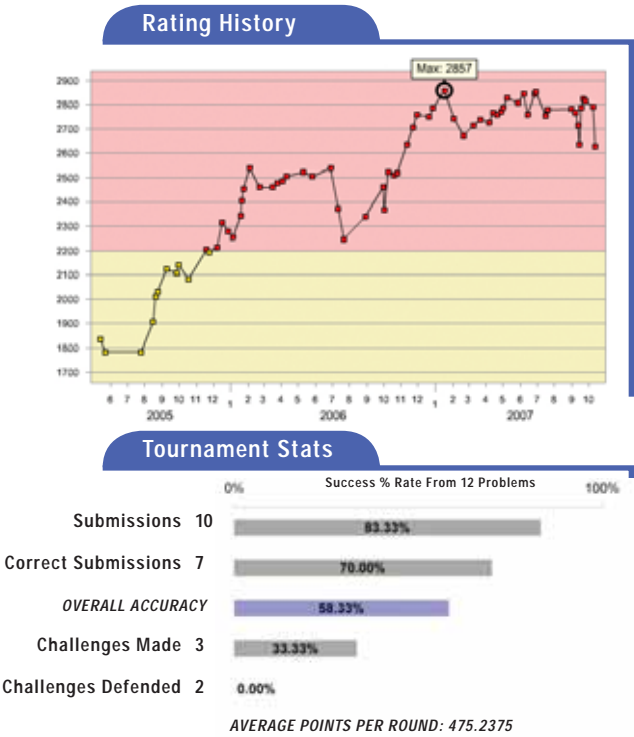
Current Rating 2790

Current Ranking 28 / Rating Percentile 99.5261 / Number of Ratings 67 / Highest Rating 2857 / Country: Poland



Tomasz Kulczynski
What are you studying in school? I am beginning to study mathematics and informatics right now.
What is your favorite class and why? Don't have one.
What do you do in your free time outside of school? Listen to music, meet my friends, play some sports, participate in TopCoder competitions.

What is the best thing about being a TCCC finalist? You go to Orlando to have some fun!



[Vitaliy]

Current Rating 2636

Current Ranking 46 / Rating Percentile 99.2214 / Number of Ratings 48 / Highest Rating 2836 / Country: Russian Federation



Vitaly Valtman
Where did you grow up? In Leningrad (St. Petersburg).
What was your favorite childhood game? Chess
At what age did you start programming or designing and what was your first big project? I started programming at 16 years, in 10th form.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? The man who taught me programming, was Andrey Lopatin (TopCoder handle KOTEHOK). He is the coach of university programming team.



[VitalyGoldstein]

Current Rating 2440

Current Ranking 89 / Rating Percentile 98.4936 / Number of Ratings 64 / Highest Rating 2735 / Country: Russian Federation



Vitaly Goldshteyn

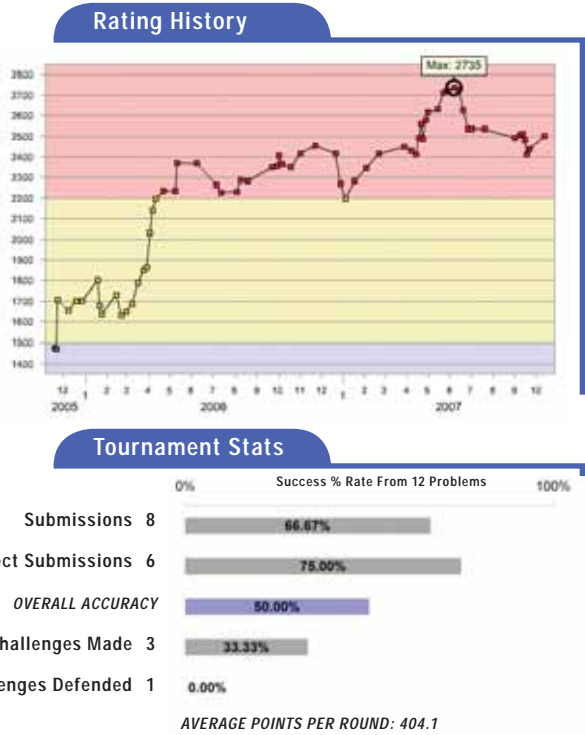
Where did you grow up? Saratov, Russia

What was your favorite childhood game? Dodgeball

At what age did you start programming or designing and what was your first big project? I started programming at 15

years old.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? Mike Mirzayanov taught me since 2003 year. He help me to learn algorithms and train my programming skills.



[wintokk]

Current Rating 2333

Current Ranking 120 / Rating Percentile 97.9689 / Number of Ratings 38 / Highest Rating 2382 / Country: China



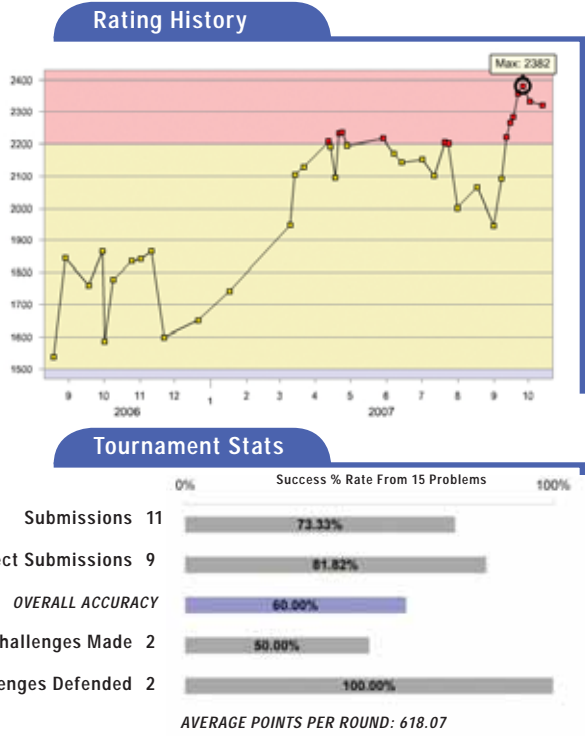
Jiangwei Yu

What are you studying in school? Computer Science and Technology.

What is your favorite class and why? English. Because our English teacher majors in Philosophy and often discusses philosophical problem with us.

What do you do in your free time outside of school? Have parties with my friends or do some reading.

What is the best thing about being a TCCC finalist? I love Disney!



[xhl_kogitsune]

Current Rating 2557

Current Ranking 64 / Rating Percentile 98.9167 / Number of Ratings 44 / Highest Rating 2668 / Country: Japan



Hiroshige Hayashizaki

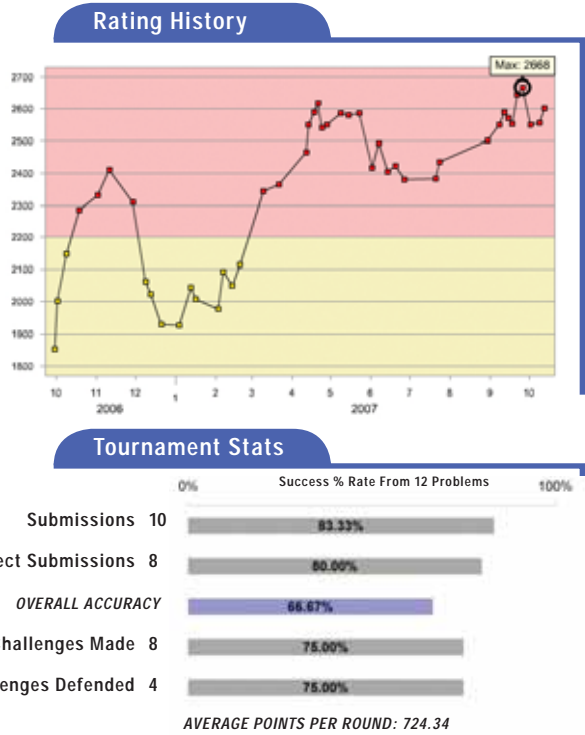
What are you studying in school? Computer science. I'm researching compilers for parallel computers.

What is your favorite class and why? Hardware construction. The teacher is very unique, and he talks about many interesting things about hardware and

everything.

What do you do in your free time outside of school? I make some programs, read books, watch TV (mainly anime, such as Lucky Star), and listen to music. I sometimes go to zoos to see foxes.

What is the best thing about being a TCCC finalist? That I can meet competitors from other countries, talk with them, and compete onsite with them.



[yiuyuho]

Current Rating 2463

Current Ranking 83 / Rating Percentile 98.5951 / Number of Ratings 63 / Highest Rating 2485 / Country: United States

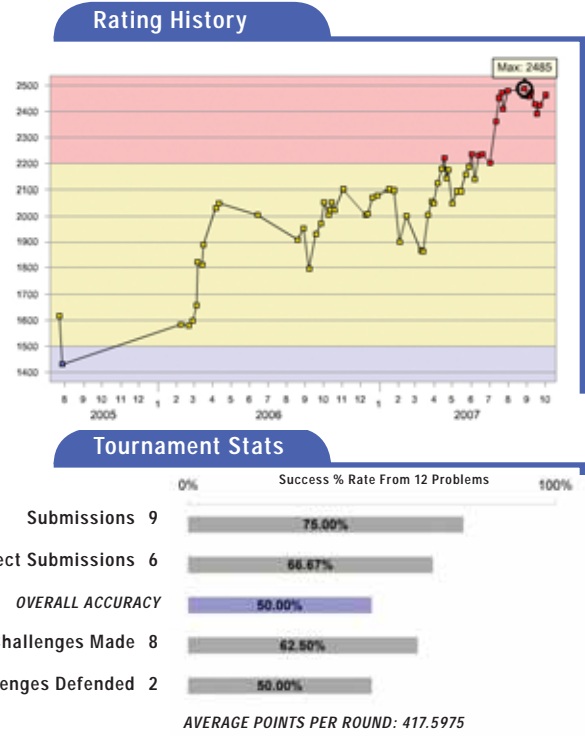


Yiu Yu Ho

Where did you grow up? I was born in Wuhan, China. My family moved to Hong Kong when I was 4-5 years old. And I came to USA to study when I was 16.

What was your favorite childhood game? Mario Brothers on the original Nintendo. I was really patient and would move slowly, but then my poor Mario will die for no reason! Later I found that there's a timer on the upper right corner xD. I also actually played OUTSIDE when I was young (I still do sometimes :)).

At what age did you start programming or designing and what was your first big project? I started learning about Programming when I first came to USA. I went to Rockport-Fulton High School in Texas and attended the Computer Science class taught by Mr. John Owen (I believe he's still there). I was 16 at that time. The first project we had to do in that class was a Hangman Program (with ASCII Arts!).

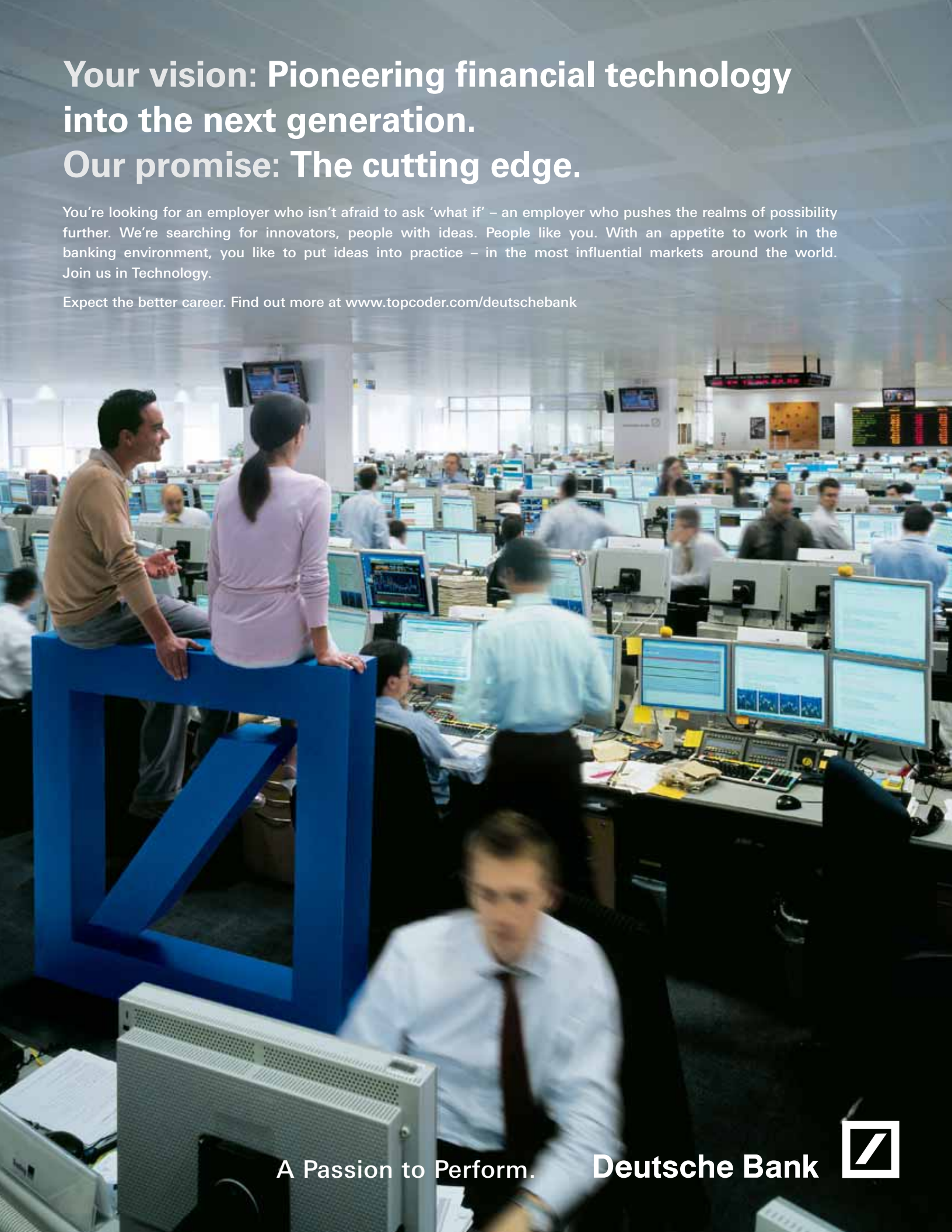


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What Are We Watching?

Studio Competition

TopCoder Studio design competitions require competitors to design graphics for software applications, the Web, apparel, and print mediums. Rounding out the entire creative development process, Studio members also build wireframes (basic visual guides suggesting layout and placement of design elements) and prototypes for applications and Web sites.

During a competition, competitors receive specification requirements that explain the scope of the project and describe any elements that must be incorporated in their design. Once competitors have completed a design, they upload their work to the Studio website where their submissions are screened against the project specs. Passing submissions are then placed into Online Review where peers score the concepts against a comprehensive list of industry standard design criteria. Finally, the submissions and their final scores are presented to the client.

The online portion of the 2007 TopCoder Collegiate Challenge tournament consisted of 10 individual design competitions covering a wide range of web and graphic design challenges. Points were awarded to the top seven places of each competition and tallied after the completion of the online portion.

Those competitors with the highest scores were then invited to attend the onsite finals in Orlando, Florida.

Finalists competing onsite will be presented with their final design challenge during the welcome reception of the tournament. They will receive a packet of information describing the challenge in detail and will have 36 hours to define their approach before the 8 hour challenge on Thursday.

On the morning of the competition finals, the finalists are given the appropriate tools they need to complete their designs, but they are not allowed to bring sketches or any preparatory materials. They will prepare rough concepts during the first few hours of the competition while the Studio panel oversees their progress and scores their designs. At the end of the morning session, the finalists will break for a public feedback session with the Studio panel. This is their opportunity to get opinions and constructive direction so they can refine their work during the afternoon and deliver their final designs at the end of the day.

Once the competition ends, the final designs will be screened against the contest specification. All passing submissions will be reviewed by a three person Review Board of designers. The final scores from the review process will determine the winner.

Champion

Studio Design Competition Bracket

abedavera	SIGCHLD
amiune	Tricia_Tjia
Maraqja	vlad_D
oton	CoralBlue

STUDIO DESIGN FINALISTS

[abedavera]

(Indonesia)

Best Contest Placement During the Online TCCC: 1



Junius Albertho

What are your plans after school? Build my own clothing business, and give more time to TOPCODER! :)

What would be your dream job and company to work for? Design Company!!! There's

no limit for design and art and... beauty!

What would you do with the cash if you became the next TopCoder Champion at the TCCC? 10% to the Church, and 90% to create my own business, asset and something like that. Also, get married! :)

What is the most important thing you learned from competing at TopCoder that you will use in the future? To understand the client, make them feel good and happy~!

[amiune]

(Argentina)

Best Contest Placement During the Online TCCC: 6



Hernan Amiune

What are you studying in school? Systems Engineering

What is your favorite class and why? Logic, I don't know why.

What do you do in your free time outside of school? Sports, tennis, soccer, and swimming in summer

What is the best thing about being a TCCC finalist? Meet with great people in Orlando.

[Maraqja]

(Poland)

Best Contest Placement During the Online TCCC: 2



Iwona Bielecka

What are your plans after school? I would love to travel, meet new people and do some interesting projects with them.

What would be your dream job and company to work for?

It would be nice to work for some big magazine, arrange high budget sessions with celebrities. I could be also the next David LaChapelle :)

What would you do with the cash if you became the next TopCoder Champion at the TCCC? I'm moving to a new apartment, so I would like to furnish it. I would also invest in my photo studio.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Never give up!

[oton]

(Indonesia)

Best Contest Placement During the Online TCCC: 1



Arif Rokhmad Widiyanto

Where did you grow up? Jombang, a little town in East Java, Indonesia.

What was your favorite childhood game? Gobak Sodor (go back to door)

At what age did you start programming or designing and what was your first big project? 18th, animation project using Pascal.

Did you have a mentor that helped you hone your skills? None, since I am attending long distance learning.

STUDIO DESIGN FINALISTS

[SIGCHLD]

(Italy)

Best Contest Placement During the Online TCCC: 4



Michele Damian

What are your plans after school? I would like to spend some years working abroad.

What would be your dream job and company to work for? A job where I can learn something new each day, where

I can't get bored. If my job will be like this it doesn't matter which company I'll work for.

What is the most important thing you learned from competing at TopCoder that you will use in the future? The most important is staying relaxed in a stressful situation. SRM are very stressful sometimes, but I learned that the best results come when you have the skill to stay calm.

[Tricia_Tjia]

(Indonesia)

Best Contest Placement During the Online TCCC: 1



Tricia

What are you studying in school? Graphic design.

What is your favorite class and why? My favorite class is complementary studies which gives me a lot of information about how to be a designer in the future.

What do you do in your free time outside of school? Not so much free time actually, but sometimes I play tennis, swimming and go watch movies.

What is the best thing about being a TCCC finalist? I can see a lot of talented designers and programmers and it was so amazing to be one of them :) I'm so lucky.

[vlad_D]

(Romania)

Best Contest Placement During the Online TCCC: 6



Dumitriu Vlad

What are your plans after school? Getting a good job, getting married and making my own family.

What would be your dream job and company to work for? A programmer in a nice company, it doesn't really

matter as soon is something cool.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? Buy a car, move to another university, and keep some to spend on school and bad days.

What is the most important thing you learned from competing at TopCoder that you will use in the future at any job you do? If you don't enjoy what you are doing then it won't work out! :)

[CoralBlue]

(India)

Best Contest Placement During the Online TCCC: 3



Grishma Rao

What are you studying in school? Electrical Engineering.

What is your favorite class and why? My favorite class would have to be math, because it is the most logical and I like how mathematical equations

can define shapes and curves and eventually, pictures. And the implications of small equations on paper can be so far-reaching it's fascinating. And mathematics leads to the creation of beautiful artwork, like fractal art.

What is the best thing about being a TCCC finalist? Being a TCCC finalist helped concretize my decision to professionally take up design as a career. I may have been unsure earlier but this came as a reinforcement. I am very excited about being able to meet talented people, from all over the world and interact and compete and even learn from them.

The Process

After the submission phase of a competition, passing submissions are placed into Online Review. The review board is composed of three experienced designers. Each submission is independently reviewed by each member of the review board. The three scores from the review board are then averaged to produce the competitor's final score. The highest final score determines the winner.

Studio strives to identify the best designs in a competition by scoring submissions against a set of industry standard design criteria. Is the design original and innovative? Is it practical and effective?

Does it speak to the target audience? Does it meet the client's goals and objectives? These are just some of the areas a reviewer evaluates.

nathanmcclain

What inspired you to become a designer? My inspiration to become a designer was culled together from many different influences over the course several years. First and foremost the McClain bloodline provides me with a strong genetic disposition toward the creative. Being a part of the first video game generation didn't hurt either with their eye popping packaging and blistering tonality. Also I could never leave out all of the incredible and inspirational teachers and colleagues that helped mold me along the way.

What is your favorite design medium? My favorite professional medium is Brand Identity (logotype, collateral, etc.) and motion graphics (broadcast and film). In the just for fun category I love to photograph the world and get dirty screen printing.

What's your favorite CMYK color? C=0 Y=0 M=0 K=100



dogsoldier39

What inspired you to become a designer? Ever since I was young, I've had an irrepres-ible urge to create.

What is your favorite design medium? Web design is my favourite, followed closely by logo design.

What's your favorite CMYK color? C24 M100 Y100 K24



kristofferrouge

What inspired you to become a designer? There were quite a lot of little things that inspired me to be a designer, so I can't really pinpoint what. What I'm sure of is that I became a designer because I fell in love with art (through

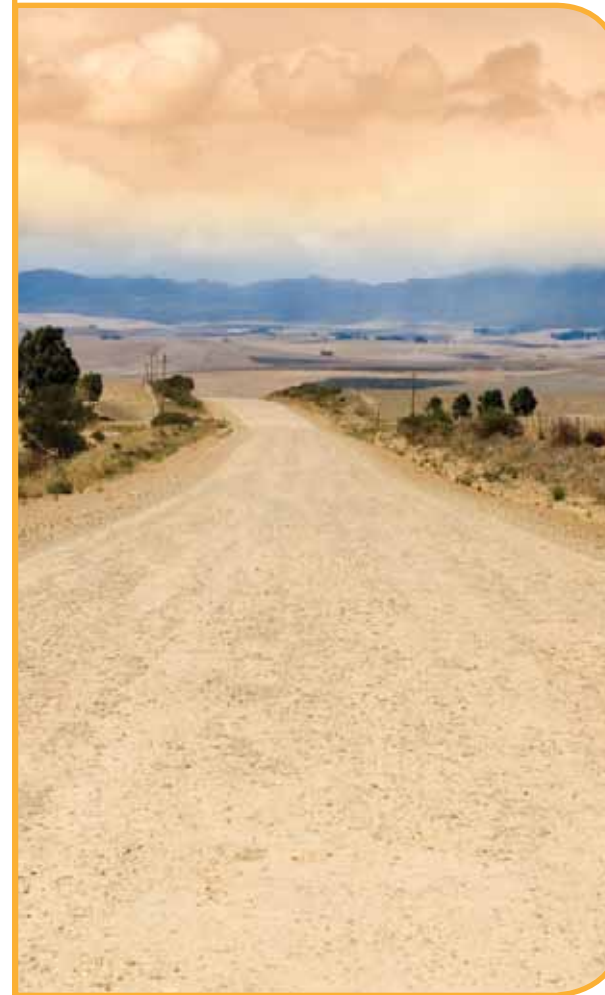
years of exposure and media bombardment) and everything about it. Art is heavily entwined with my life right now that most of the time I see things in an artistic perspective. My current design idols are: mk12, joshua davis, tronicstudio, inksurge, mtv, Apple design team

What is your favorite design medium? Anything in computers (audio video presentations, web, etc). Second in my list is designing for apparel (brands that inspire me with their designs are nike and adidas).

What's your favorite CMYK color? C15 Y100 M100 K50 I love the strength and elegance of the color. Quite nice combined with black and grey. :)

What Are We Watching?

Marathon Match Competition



Marathon Matches are tests of endurance as competitors are tasked with submitting and refining solutions to problems with no optimal answer. These competitions last weeks, during which people are constantly submitting new solutions for scoring.

During the finals competitors have 9 hours to come up with the best solution to a problem. They are given a few example test cases for local testing along with a description of the problem to solve. Competitors may submit their solutions against the example cases for debugging and analysis. Once they are happy with a submission they may submit it against a series of unknown test cases. Their solution is scored against these cases and is added to the leaderboard. Competitors will know where they stand on the leaderboard, but not how they did on individual test cases.

Once the submission phase is over the competitor solutions are run against a new set of test cases, often numbering into the thousands. The scores are then calculated and a winner is declared. It is not uncommon for a competitor to move up or down the leaderboard on the more exhaustive system tests so the final results can be very exciting as competitors finally learn how they did.

Champion

Marathon Match Competition Bracket

doudouille

Mojito1

Jan_Kuipers

paisa

KOTEHOK

paranoia

Maris

PaulJefferys

MARATHON MATCH FINALISTS

[doudouille]

France

Average Place **10.23** / Best Place **1** / Rating Percentile **99.9**
Current Rating **2543** / Current Ranking **1**



Pascal Pons

What are you studying in school? Phd on graph algorithms.

What is your favorite class and why? In my "very theoretical" studies, my favorite classes were the "practical"

ones.

What do you do in your free time outside of school? Do you really think that you can have free time when you have a 4 month baby at home? :-)

What is the best thing about being a TCCC finalist? Have a free trip to Disney World. Meet TopCoder members and staff.

[Jan_Kuipers]

Netherlands

Average Place **102.29** / Best Place **7** / Rating Percentile **93.17**
Current Rating **1709** / Current Ranking **71**



Jan Kuipers

What are your plans after school? Going on a trip around the world for about half a year. After that, probably find a job or so.

What would be your dream job and company to work for?

The job should be intellectually challenging and must provide a lot of freedom to schedule my work times, etc. Salary is not that important.

What is the most important thing you learned from competing at TopCoder that you will use in the future? TopCoder really sharpened my programming skills. I'm much better at programming efficiently and bug-free, although the last algorithms online round seems to prove otherwise. :(

[KOTEHOK]

Russian Federation

Average Place **49.75** / Best Place **1** / Rating Percentile **97.98**
Current Rating **2059** / Current Ranking **21**



Andrey Lopatin

Where did you grow up? St. Petersburg, Russia

What was your favorite childhood game? Hide-and-seek

At what age did you start programming or designing and what was your first big

project? At the age of 12; my first (relatively) big project was Forth language system for ZX Spectrum.

Did you have a mentor that helped you hone your skills? My first coach was Anton Sukhanov, when I was 15, I was a member of St. Petersburg Programming Team, and he was a coach. He taught me Dynamic Programming, Combinatorial Algorithms and Graph Theory Algorithms.

[Maris]

Sweden

Average Place **50.3** / Best Place **1** / Rating Percentile **97.69**
Current Rating **2048** / Current Ranking **24**



Marcus Isaksson

What are your plans after school? Become a TCO champion :)

What would be your dream job and company to work for?

I would like to work on hard and interesting algorithmic problems for a company that

could provide that.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? Save it for the day I'll buy my own apartment.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Think before you code.

MARATHON MATCH FINALISTS

[Mojito1]

Poland

Average Place **37.44** / Best Place **1** / Rating Percentile **99.42**
Current Rating **2277** / Current Ranking **6**



Mateusz Zatkiewicz

What are your plans after school? I do not have any yet. I still have 4 years of studies ahead of me.

What would be your dream job and company to work for? I am heading for the presi-

dency.

What would you do with the cash if you became the next TopCoder Champion at the TCCC? I will put it in a bank. I always liked hoarding money.

What is the most important thing you learned from competing at TopCoder that you will use in the future? Everything about algorithms and almost everything about programming.

[paisa]

United States

Average Place **138** / Best Place **6** / Rating Percentile **90.19**
Current Rating **1617** / Current Ranking **102**



Paisa Seeluangsawat

What are you studying in school? Mathematics

What is your favorite class and why? MIT Physics Junior Labs. Anyone who survives that class ought to be worthy of a college degree.

What do you do in your free time outside of school? Sleep, eat, procrastinate

What is the best thing about being a TCCC finalist? Get to confirm that those algorithm reds are indeed human.

[paranoia]

United States

Average Place **45.03** / Best Place **7** / Rating Percentile **96.83**
Current Rating **1948** / Current Ranking **33**



Michael Skinner

Where did you grow up? I lived in Butte, Montana for 8 years before moving to Seattle, Washington where I've been ever since.

What was your favorite childhood game? Super Mario Brothers

At what age did you start programming or designing and what was your first big project? I was around 8 when I first found a BASIC interpreter and my first big project was an Arkanoid clone written in QBASIC.

Did you have a mentor that helped you hone your skills? Not really, although my uncle did give me a C compiler and a few small projects.

[PaulJefferys]

United Kingdom

Average Place **68.15** / Best Place **1** / Rating Percentile **96.63**
Current Rating **1931** / Current Ranking **35**



Paul Jefferys

Where did you grow up? Apart from a couple of years in Houston, Texas, I grew up in Berkhamsted, a small town 30 miles northwest of London in the Chiltern Hills. The last thing of note occurring in Berkhamsted was the

surrender of the assembled British nobility to William the Conqueror in 1066.

At what age did you start programming or designing and what was your first big project? I started coding at the age of 15 - I wanted to do the British informatics Olympiad because it had neat problems, so I learned to code.

Did you have a mentor that helped you hone your skills and if so, who were they and how did they help? No-one has ever taught me a great deal about coding, at least in part because I don't really know much about coding. My parents have always been very supportive, even if they know (almost) nothing about algorithms.

For this year's TopCoder Collegiate Challenge we wanted two bloggers to join us onsite and give a member's perspective on the competition, the atmosphere and the excitement of Walt Disney World. Members interested in attending participated in our Blogger Contest and were asked to tell a story demonstrating their humor, humanity, and perspective on how they would cover the TCCC. Our two winners are enthusiastic about TopCoder, possess impressive creative writing skills, and most importantly, will give a detailed account of the entire event. Excerpts from our winners' entries are below and you can also follow their live tournament blogs online at www.topcoder.com/tccc07



[moh_taha_eg]
Mohamed Taha

When Reporting the News:
"... The most important issue in this process is surely the news and statistics. So, in an onsite event I like to be among the crowd from the

very morning until the last moment of the day, so that I do not miss anything. So, I think I can get every single action that is happening and pass all the information to our audience through the Blogs. Also, do not worry about photos and videos; I know that the fans of every contestant like to see him in the important moments."



[tywok]
Ricardo Martin

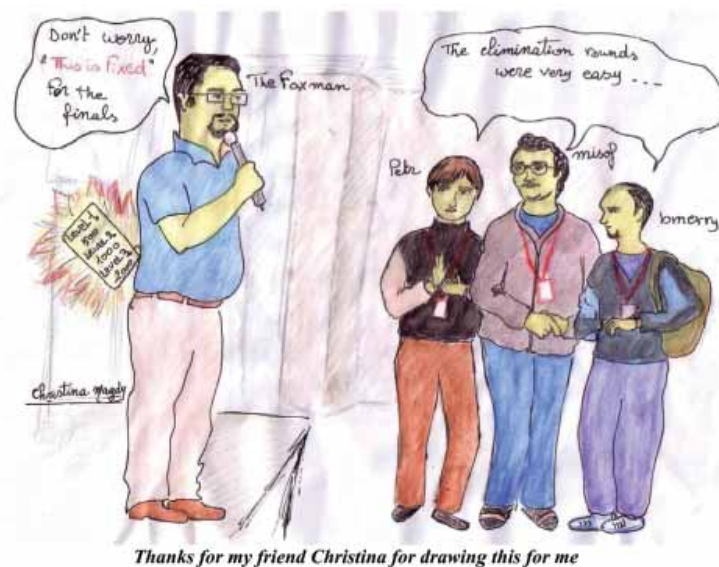
"... I just went to topcoder.com/tc and saw that the blog contest is ending in a couple of hours. It is 2:18 am here, but I don't feel sleepy. I am used to that in part because

of the long hours during night SRMs. And here is what I've got to say:

After almost getting to red and then losing all my rating to low yellow, after almost screwing up the last TCCC qualification because my credit card was not accepted in the Starbucks wireless connection and having to run home for more credit cards, after almost losing a flight during round 2 because my 500 was not passing the testcases while my flight was in boarding status, I have to admit I don't see any chances to get to a tournament in a couple of years.

But I really think I could be the best video blogger. I really like meeting different people and I feel I could give you a good impression of how TCCC really is. I forgot to say, I also stay up late quite easily, so I could tell you about what happened during the night parties. Of course there are some! There are much more poker games than the official tournament. Actually, what I most remember and what I am most proud of from the TCCC I participated was when I won a poker game of about 20 people where the last people standing were reid, misof and John Dethridge :-)

Of course, you won't probably ever know if you don't pick me!"



"Mickey is a mouse, Donald is a duck, Pluto is a dog. What's Goofy...?" Gordie, *Stand By Me*

More Disney Musings From Our Lovable, Huggable Admins

jmp1d40 Which Disney character would you want to be? Cinderella! No question. Who wouldn't want to wear that beautiful dress, ride in the lovely carriage and live in that magical castle!
mess Which Disney ride could you ride *all day*? Thunder Mountain – A fun roller coaster especially at night
bolastyle Which Disney ride could you ride *all day*? The TestTrack at Epcot.
dok Which Disney character would you want to be? Buzz Lightyear, I'd enjoy the flying suit
mbnd96 If Disney could have your dream granted, what would it be? I would



like to have a gourmet chef cook every meal for me & my family for the rest of our lives. Please and thank you.
visualage If Disney could have your dream granted, what would it be? I hope I could afford buying a house somewhere in China. The real estate is going up like crazy.
aisacovich Which Disney character would you want to be? Pluto, 'cause I like to hang around naked.
pulky Which Disney ride could you ride *all day*? I've heard pretty scary comments about "The Twilight Zone Tower of Terror", I

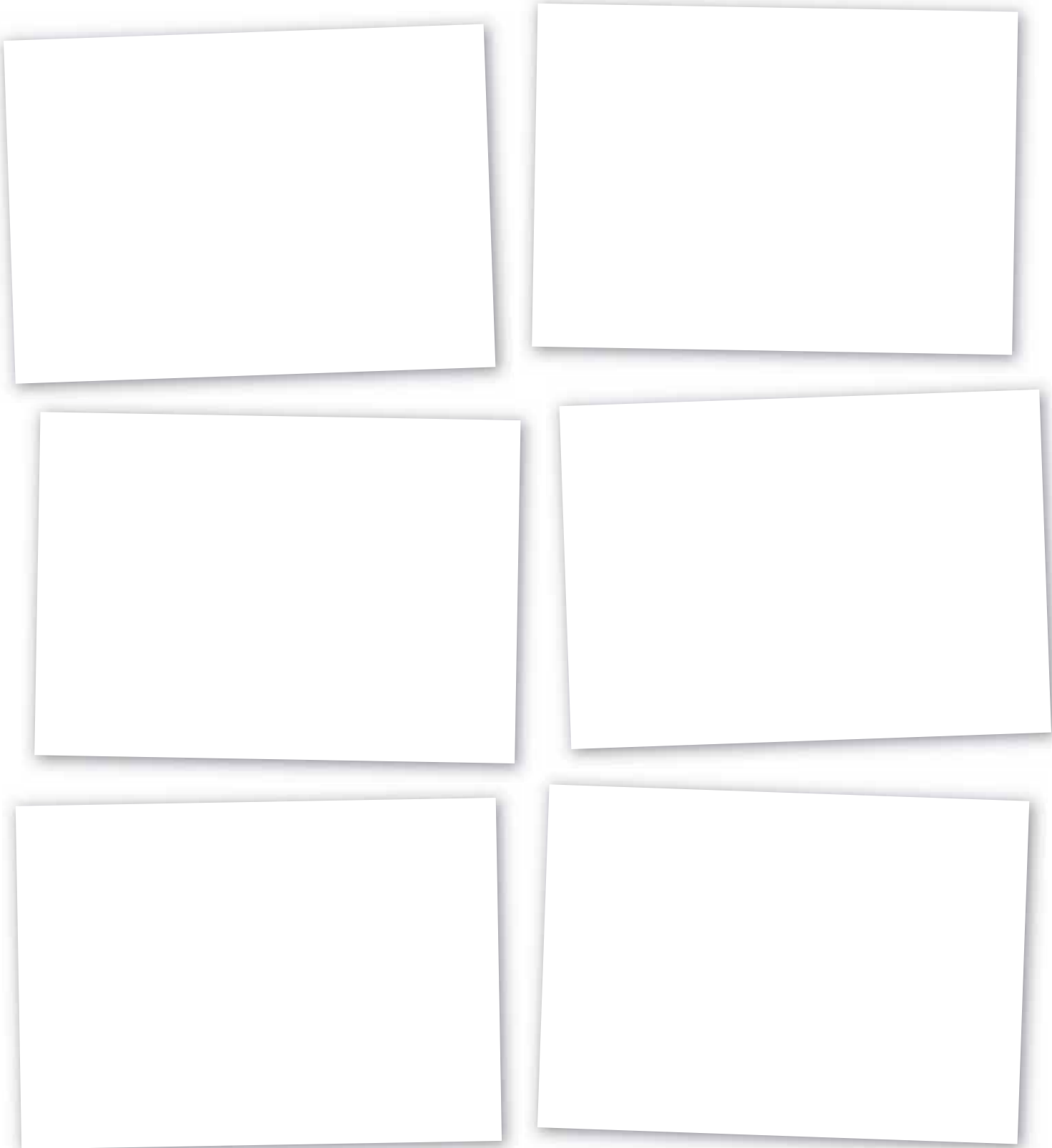
don't know about the whole day thing but I'd definitely try it once.
thx1138 Which Disney ride could you ride *all day*? The Teacups!! Until I make everyone else riding with me vomit.
cucu Which Disney ride could you ride *all day*? One of those rides that free fall.
mural What is your favorite memory of a Disney vacation? The sick I felt after riding The Twilight Zone Tower of Terror. It made me notice I'm old.
lars2520 If Disney could have your dream granted, what would it be? I'd like a time/teleportation machine.
olexiyo Which Disney character would you want to be? Winnie the Pooh – cause honey rules!
jwlms If Disney could have your dream granted, what would it be? It would be to slow down time. There are not enough hours in the day to do everything, the seasons come and go in a blur and my kids are growing up too fast!
TheFaxman Which Disney character would you want to be? Donald Duck – I have a strong suspicion that I could do the frustrated nonsensical quacking fairly well and he seems most like my personality
ntrefz Which Disney ride could you ride *all day*? I wouldn't want to do this, but I heard if you spend a whole day on "It's a small world" you go completely nuts.
ivern What is your favorite memory of a Disney vacation? The roughly 100-to-1 female to male ratio at MGM Studios in 1993 when I happened to visit during a national cheerleading competition.
cjoakes22 Which Disney ride could you ride *all day*? Everest – So, so scary...but only if I had the fastpass.
Denis What is your favorite memory of a Disney vacation? I once got a special underground tour of Disney World – literally, underground - but I've been sworn to secrecy about it.
bettylee74 Which Disney character would you want to be? What's her name... The princess who sleeps for years and years. I would feel so much better after a 50 year nap!
bauna If Disney could have your dream granted, what would it be? Own the park :-) (at least for a couple of weeks to share it only with my friends and, of course, co-workers)
mike If Disney could have your dream granted, what would it be? That all the children to join hands and sing together in the spirit of harmony and peace (... and for 30 million dollars a month to be given to me, tax-free in a Swiss bank account).

My notes from the TCCC07

My photos from the TCCC07



My photos from the TCCC07



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