

**Start** 2019-10-05  
09:00 UTC

## The 2019 Nordic Collegiate Programming Contest

**End** 2019-10-05 14:00  
UTC

Contest is over.

**All sites** All ICPC

**Denmark** All ICPC Aalborg Aarhus København

**Estonia** All ICPC Tallinn University of Technology University of Tartu

**Finland** All ICPC Aalto University University of Helsinki

**Iceland** All ICPC Reykjavik University

**Norway** All ICPC NTNU University of Bergen

**Sweden** All ICPC KTH - Royal Institute of Technology Karlstad University Linköping University

Luleå University of Technology Lund University Umeå University

### ICPC eligible teams from Sweden

First to solve problem

Solved problem

Attempted problem

Pending judgement

RK	TEAM	SLV.	TIME	A	B	C	D	E	F	G	H	I	J	K
1	from __future__ import solution	10	1155	2 12	1 78	2 24		1 29	6 164	2 131	1 16	2 225	5 182	1 34
2	ijij	9	1041	1 21	3 91	2 29		1 42	6 219	2 141	1 7	1 256	2 --	1 55
3	Vi har inga bra idéer för tillfället	8	824	2 31	1 94	3 56		1 35	2 236	2 160	1 14	1 --		1 98
4	Balloon Overflow	8	901	1 7	1 111	5 80		1 22	4 229	1 201	1 13			1 98
5	Notorious Big O	7	608	2 25	2 188	2 48		1 37		2 --	1 15	2 155		1 60
6	LCD	6	470	1 30	1 138	4 104		1 52		5 --	1 8			1 78
7	O(yes)	6	513	1 27	1 203	3 104		1 55			1 8			1 76
8	Utter	6	584	3 63	2 123	1 206		1 30	3 --	5 --	1 9			1 93
9	The AccUMUlators	6	605	1 22	1 186	2 240		1 38		5 --	1 9			1 90
10	OCTOPUSEMOJI	6	716	1 20	6 240	3 110		1 42			1 26			1 138
11	The purpose of programming is to find a sequence of instructions that will automate the performance of a task on a computer,	5	518	1 19	1 152	7 --		1 57			2 34			1 236

	often for solving a given problem. The process of programming thus often requires															
12	360 noscope clap	●	●	5	548	3 43	2 197	14 --		2 62			1 16			2 130
13	Rustaceans	●	■	5	598	1 48	3 241	12 --		1 68			2 41			2 120
14	Cubic Spline: Global Illumination	●	*	5	613	2 54	3 259			1 81			1 14			1 145
15	ADKommunism	●	■	5	619	1 74	2 264	1 --		1 102	3 --		1 24			1 135
16	Packa pappas knapsack	●	*	5	624	3 31	2 134	6 --		1 101		2 --	2 27			1 251
17	Oj	●	*	5	679	4 52	3 285	3 --		2 70			1 9			1 143
18	Riemannen	●	●	5	860	4 52		10 232		1 65	1 --	2 --	1 35			2 216
19	UserFriendly	●	●	5	961	1 56		5 284		1 236			1 20			2 265
20	Lil Endian	●	*	4	273	1 57	1 --	4 --		2 27	1 --		1 13			1 156
21	Kompislaget 3.0	●	●	4	309	2 53		13 --		1 50		4 --	1 74			1 112
22	U+1F3A9	●	■	4	329	1 48				1 98			1 21			1 162
23	Deus ex machina	●	■	4	416	3 53		12 --		1 105			1 67			1 151
24	Nice guys finish last	●	*	4	437	1 37				2 78		3 --	1 102	1 --		2 180
25	Knugens undersåtar	●	■	4	492	1 103		3 --		1 132			1 37			2 200
26	Bugg i Bygget	●	*	4	539	4 152				2 87			1 28			1 192
27	Don't need glasses to C	●	*	4	548	1 57	2 248			1 103		2 --	1 120			
28	Bret Harts läroljungar	●	*	4	629	4 45				1 108	3 --		6 91			2 205
29	0x00	●	●	4	641	1 117		4 --		1 174			2 73			1 257
30	The fast & The Furious	●	■	4	660	1 39		10 259		2 88			2 54			1 --
31	Nova Progressio	●	■	4	1101	6 --	3 265	11 213		2 --			1 80			3 263
32	Happy Heap	●	●	3	296	2 83				1 163		2 --	1 30			1 --
33	Puff	●	■	3	340	5 140		16 --		1 55			1 65			2 --
34	Kompislaget 2.0	●	●	3	435	8 44				1 66			1 185			4 --
35	Heaps Don't Lie	●	*	3	464	3 169		5 --		2 --			3 64			1 151

36	1337+			3	493	6 244	12 --	1 112			1 37			1 --		
37	potatismos			3	554	3 109		2 286			1 99					
38	(._)(!)(.-)(:)(.)			3	566	5 102		2 --			1 123			1 261		
39	Hello team?			3	700	4 281		2 148			3 151					
40	O(n-1)			2	389	8 181					2 48					
41	Kokobomsmurfsmurf			2	443	9 102		6 --			4 121					
42	code monkeys			2	508	1 --	1 --	1 231	1 --		1 277					
43	LökomLan			2	544	6 279					4 105					
44	Team			1	270	7 --	7 --	2 --			3 230					
45	Niklas Tomsic			1	298	1 --					1 298					
46	ID-kaparna			1	443						10 263					
47	<Devs />			0	0	10 --										
47	Lund Extra 1			0	0											
47	MWM			0	0	5 --					3 --					
47	Orion			0	0	2 --										
47	UltraLowLatency			0	0											
47	Winter is coming			0	0	1 --	1 --				1 --					
						<b>A</b>	<b>B</b>	<b>C</b>	<b>D</b>	<b>E</b>	<b>F</b>	<b>G</b>	<b>H</b>	<b>I</b>	<b>J</b>	<b>K</b>
Solved / Tries						41/147 (28%)	19/42 (45%)	14/183 (8%)	0/0 (0%)	37/59 (63%)	4/30 (13%)	4/39 (10%)	46/82 (56%)	3/7 (43%)	1/7 (14%)	31/49 (63%)
Average tries						3.00	2.00	6.10	--	1.40	3.00	2.79	1.71	1.40	3.50	1.36
Average tries to solve						2.78	2.11	4.50	--	1.22	4.50	1.75	1.70	1.67	5.00	1.29