

Newsletter

Welcome to IOIT 2026
Before the Moment of the Competition

International Informatics Olympiad in Teams Excellence, Collaboration and Performance

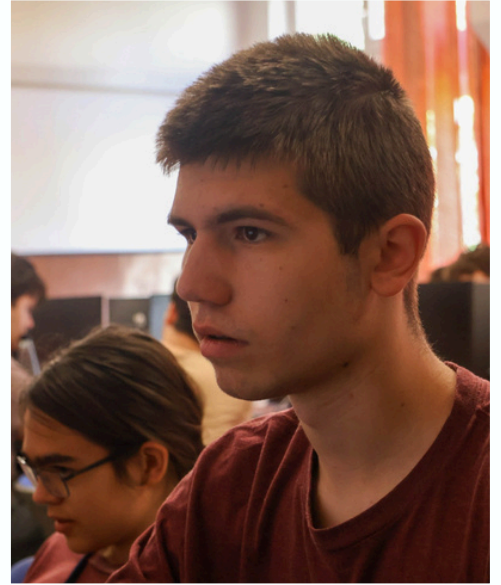
Emotions turn into focus, and every idea becomes an opportunity. The International Informatics in Teams begins — a place where the passion for algorithms, the strength of collaboration, and the courage to find solutions rise above every challenge. Trust yourselves, trust your team, and trust the work you have put in:

This is your moment to shine!





As the competition unfolds



Interview

Today, the 25th May, 2026 I had the pleasure of speaking with one of the three Italian teams that decided to test their knowledge and leave their mark on the competitive programming scene. Even after an exhausting day, the team members still took the time to answer a few of our questions, sharing their first impressions following the practice round.

Reporter: To start off, could you please state your names, your team's name, your country of origin, and the school you represent?

Andrea Cavalli: (jokingly looks at his badge as laughter follows) So, I'm Andrea Cavalli, representing, alongside Dennis Capone, Ernesto Soverini, and Michele Fabbri, under the coordination of our team leader Tonino Petrulli, the team LE FURIE DELL'AVBO. We are from Bologna, Italy, representing I.I.S. Aldini Valeriani. However, not all of us are here at the moment, as some of our teammates are still back there. (towards the laboratories)

Reporter: Is it your first time reaching the international stage of IIOT or coming to Romania?

Andrea Cavalli: Indeed, it is our first time competing at the international stage of IIOT, but we had been to Romania before, even here in Piatra-Neamt. Two years ago, we participated in Prosoft@NT. Even so, it is always a delight to come back, because we truly enjoy being here.

Reporter: What are your first impressions? Was the practice round difficult or easy?

Andrea Cavalli: It was a practice round, so you can't really expect the problems to be too difficult. We had to solve three problems in two hours. We were kind of slow because there were some delays regarding the logging-in process and a few other minor issues.

Overall, we hope for the same kind of easy questions tomorrow. (laughs)



Reporter: If you have participated in individual competitions before, would you say team competitions are better? Or do you think they may favor a certain type of person?

Andrea Cavalli: I would say team competitions are better because we work really well together and genuinely enjoy collaborating with one another. We divide the workload evenly between two subgroups, and I believe that helps everyone focus better. I think all of us prefer teamwork. We're like a well-oiled machine.

Dennis Capone: I think it really depends on the person. If you can concentrate better on your own and you're more productive that way, then individual competitions might be the right choice for you. In team competitions, you have to be highly social and willing to compromise, and not everyone is able to do that.

Reporter: What drew you to informatics and programming in the first place?
Andrea Cavalli: I honestly couldn't tell you. I suppose it has just always been that way for me.

ITALY - LE FURIE DELL'AVBO



I.I.S. ALDINI VALERIANI



TONINO
PETRULLI
TEAM LEADER



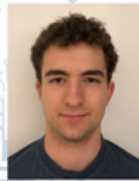
ANDREA
CAVALLI



DENNIS
CAPONE



ERNESTO
SOVERINI



MICHELE
FABBRI

Michele Fabbri: For me, it all started when I began playing video games and became really interested in how they were made — the graphics, the code, and everything behind them. The rest is history.

Reporter: As a final question, what message would you like to send to those back home, or perhaps to people around the world who might hesitate to participate because they feel they are not knowledgeable enough?

Andrea Cavalli: Honestly, I'm not really sure what to tell them. For the most part, programming is logic-based, so I think it's something quite universal. You don't need to know an enormous amount from the very beginning, because programming has fixed structures that you can work with and apply in most situations. The difficult part is understanding what the problems actually ask for, identifying the special cases, and figuring out how to overcome certain limits. In the end, it's all about learning how to combine these fixed structures effectively. To those who are hesitant, I would simply say: give it a try, because it becomes fairly easy once you get the hang of it.



Sightseeing Piatra-Neamț

The Princely Court of Piatra Neamț

The Princely Court of Piatra Neamț was built between 1468 and 1475 by Stephen the Great (Ștefan cel Mare). The complex served an administrative role for the entire Neamț County. The "St. John the Baptist" Church was built later, and Stephen the Great's Tower was constructed out of necessity for the church.

The Princely Court Complex in Piatra Neamț also includes the Princely Court Museum, located next to the "Petru Rareș" High School. Three other remarkable museums of Piatra Neamț are located on this site: the Art Museum, the Ethnography Museum, and the Cucuteni Eneolithic Art Museum.

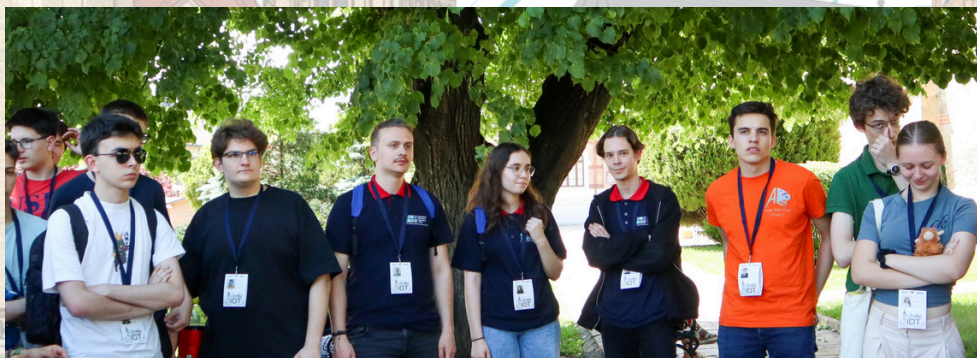


The "St. John the Baptist" Church

"St. John the Baptist" Church in Piatra Neamț was built between the 15th of July, 1497 and 11th November 1498. It represents the most valuable edifice within Stephen the Great's Princely Court Complex. Measuring 25.90 meters in length, 8.10 meters in width, and 11.30 meters in height, this church stands out through its refined shape and style, as well as its unique interior structure—all of which are defining elements of the Moldavian architectural style.



Between 1871 and 1973, several interior and exterior repairs were carried out, and a new iconostasis (catapeteasma) was installed in the church, as the original one was not preserved. This new iconostasis was carved by "Ghersim the monk and Tănase the carver" and painted in the Neo-Byzantine style by painters Panaite Mavrodin and C.V. Basarab, following the model found at Agapia Monastery.



Stephen the Great's Tower

Stephen the Great's Tower (as this construction is known in Piatra Neamț) was built in 1499, one year after the completion of the church. Still considered the emblem of this ancient Romanian city, Stephen the Great's Tower has been preserved to this day in its original form, without major alterations. Being the tallest structure in the city for a long period, the bell tower of the Princely Court was heightened in the second half of the 19th century, and a room for "fire watchmen" was added above the final medieval level.



The Princely Court Exhibition and Surrounding Museums

The Princely Court Exhibition in Piatra Neamț was included in the museum circuit in 1986 and features three-dimensional artifacts and historical documents regarding the Princely Court, which was first documented on April 20, 1491. The museum's permanent exhibition comprises archaeological artifacts and documents discovered within the Princely Court area or other sites around Piatra Neamț.

The other museums located in the Princely Court area are well worth mentioning, even though their buildings are not historically connected to the Princely Court Architectural Complex.



The Cucuteni Eneolithic Art Museum

Inaugurated in the summer of 2005, it is the first Cucuteni museum in Romania. Located in the immediate vicinity of the Princely Court Complex, it features two exhibition halls. The ground floor hall displays decorative art applied to pottery, while the first-floor hall features figurative plastic, anthropomorphic, and zoomorphic art from all developmental phases of the Pre-Cucuteni and Cucuteni cultures.



Tourist attractions

The Museum of History and Archaeology in Piatra-Neamț

Founded in 1934 by Priest Constantin Mătasă, the Museum of History and Archaeology in Piatra-Neamț showcases the evolution of human communities in the Neamț County area, spanning from the Upper Paleolithic to the contemporary era.

As the cornerstone unit of the Neamț County Museum Complex, this institution ranks among the most prestigious museums of its kind in Romania. Its contribution to the research, conservation, restoration, management, inventory, and promotion of the historical and archaeological heritage in the eastern part of the country is truly remarkable, as is its cultural and educational activity.

By virtue of the size and significance of its collections, its research scope, ongoing activities, and infrastructure, the Museum of History and Archaeology in Piatra-Neamț is, without question, a museum institution of regional importance.

Currently, the collections of the Museum of History and Archaeology in Piatra-Neamț include over 70,000 historical and archaeological artifacts.

Outstanding among these is the Neo-Eneolithic artifact collection, originating from archaeological excavations

carried out at well-known

sites such as Poduri-Dealul Ghindaru, Izvoare-La Izvoare, Bodești-Frumușica, and Ghelăiești-Nedeia, among others. This is complemented by the numismatic collection, which comprises nearly 12,000 coins, the majority of which date back to the Daco-Roman period.

Additionally, rich archaeological collections are on display, featuring remarkable highlights such as:



- The "Dance" of Frumușica



- The "Thinker" discovered in Târpești



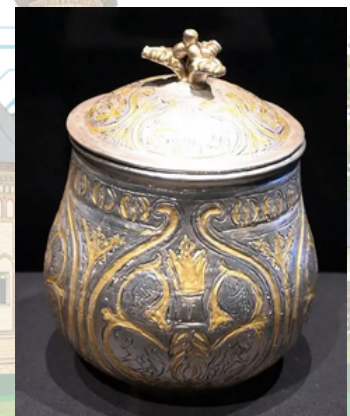
- The Vessel with Small Columns (discovered at Izvoare)

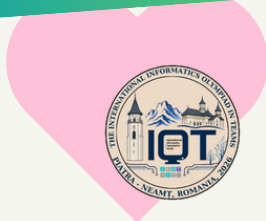
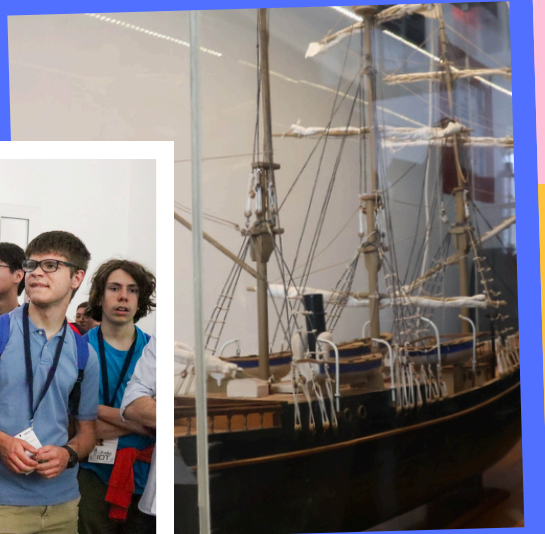
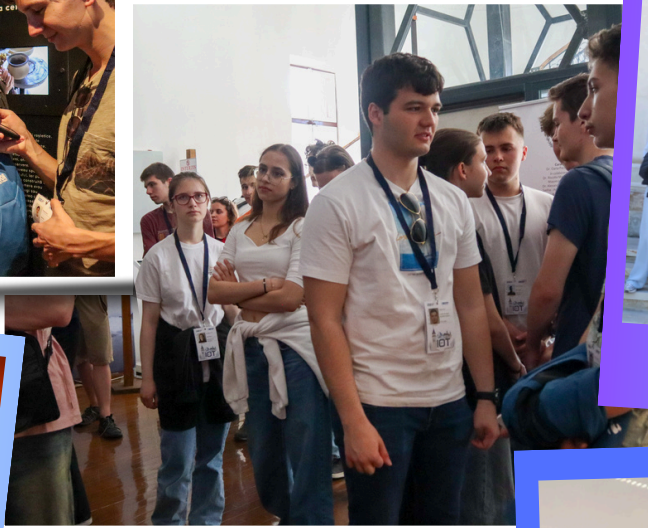


- The Gold Vessel Hoard from Rădeni



- The Silver Vessel Hoard from Muscelul de Sus (Iași County)



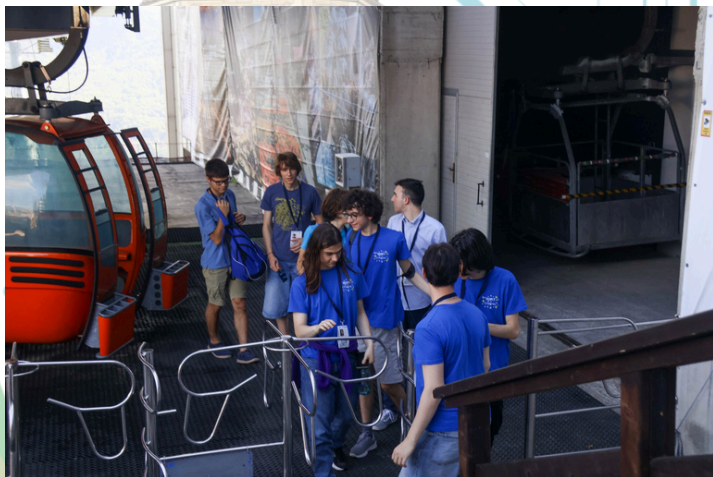


JOY

The Piatra Neamt cable car

If you arrive in Piatra Neamt you can discover the city from above by traveling by cable car, one of the greatest achievements in terms of tourism of the town government. Piatra Neamt cable car has been operating since the beginning of 2008, the investment value was approximately 15 million RON and together with the Youth Beach represent the main attractions of the city of Piatra Neamt.

The cable has its starting station at Piatra Neamt Railway Station and goes to the arrival station on Cozla Hill. The 22 gondolas follow a route with a length of 1915 m in 6 minutes. It is the easiest and fastest means of transport to reach Cozla Hill. At a height of 63 m above the ground, the gondola ride offers a special panorama of the city, but also the most spectacular view of the Bistrita Valley.





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The images of the tourist sights were sourced from the internet