DR. BABASAHEB AMBEDKAR TECHNOLOGICAL UNIVERSITY, LONERE

BTCOL606: Competitive Programming

[Unit 1] [7 Hours]

Introduction: Online Judge The Programming Challenges Robot Judge, Understanding Feedback From the Judge, Choosing Programming Languages, Reading Our Programs, Standard Input/Output, Programming Hints, Elementary Data Types.

Challenging Problems

(1) The 3n + 1 Problem (2) Minesweeper (3) The Trip, (4) LCD Display (5) Graphical Editor (6) Interpreter (7) Check the Check (8) Australian Voting.

[Unit 2] [7 Hours]

Elementary Data Structures: Data Structures: Elementary Data Structures, Stacks, Dictionaries, Priority Queues Sets, Object Libraries, The C++ Standard Template Library, The Java java.util Package, Program Design Example: Going to War, Hitting the Dec, String Input/Output, Winning the War, Testing and Debugging.

Challenging Problems

(1) Jolly (2) Poker Hands (3) Hartals (4) Crypt Kicker (5) Stack 'em Up (6) Erd¨os Numbers (7) Contest Scoreboard (8) Yahtzee.

[Unit 3] [7 Hours]

Strings: Character Codes, Representing Strings, Program Design Example: Corporate Renamings, Searching for Patterns, Manipulating Strings, Completing the Merger, String Library Functions.

Challenging Problems

(1) WERTYU (2) Where's Waldorf? (3) Common Permutation (4) Crypt Kicker II (5) Automated Judge Script (6) File Fragmentation (7) Doublets (8) Fmt

[Unit 4] [7 Hours]

Sorting: Sorting, Sorting Applications Sorting Algorithms, Program Design Example: Rating the Field, Sorting Library Functions, Rating the Field.

Challenging Problems

(1) Vito's Family (2) Stacks of Flapjacks (3) Bridge (4) Longest Nap (5) Shoemaker's Problem (6) CDVII (7) Shell Sort (8) Football.

[Unit 5] [8 Hours]

Arithmetic and Algebra: Machine Arithmetic, Integer Libraries, High-Precision Integers, High-Precision Arithmetic, Numerical Bases and Conversion, Real Numbers, Dealing With Real Numbers, Fractions, Decimals, Algebra, Manipulating Polynomials, Root Finding, Logarithms, Real Mathematical Libraries.

Challenging Problems

(1) Primary Arithmetic (2) Reverse and Add (3) The Archeologist's Dilemma (4) Ones (5) A Multiplication Game (6) Polynomial Coefficients (7) The Stern-Brocot Number System (8) Pairsumonious Numbers.

Combinatorics: Basic Counting Techniques, Recurrence Relations, Binomial Coefficients, Other Counting Sequences, Recursion and Induction Problems.

Challenging Problems

(1) How Many Fibs? (2) How Many Pieces of Land? (3) Counting (4) Expressions (5) Complete Tree Labeling (6) The Priest Mathematician (7) Self-describing Sequence (8) Steps

List of Practical:

At least twenty five problems solving on competitive programming platforms such as, https://uva.onlinejudge.org, http://hackerrank.com/, http://codechef.com/

Text Book:
1. Steven S. Skiena Miguel A. Revilla, Programming Challenges The Programming Contest Training Manual, Springer
Reference Books:
1. Antti Laaksonen, Competitive Programmer‘s Handbook.
2. Steven Halim, Competitive Programming 3: The Lower Bounds of Programming Contests.
3. Gayle Lakaman Cracking the Coding Interview.
4. The Hitchhiker‘s Guide to the Programming Contests.