

CODESHOWS

Winter Module (2nd year)

Winter Vacation Tips

- I. Complete All the previous modules Provided by Codeshows.
- II. Do regular Competitive Coding.
- III. Take part in every contest on various competitive sites. (Codechef , Codeforces , Leetcode)
- IV. Try to develop some mini project in C++ or Java. You can enhance your skills in Web dev, Android, Machine learning etc.
- V. Learn basic GitHub and Open Source.
- VI. **Everyone must fill this Form:** - <https://forms.gle/gAFYSGM4967GyFTL8>

Bonus Links

- I. https://drive.google.com/drive/u/0/folders/0ByW00aO1eI_MN1BE3VNRUZEnkU (**500 GB Free courses**)
- II. <https://a2oj.com/> (For finding category wise best questions)
- III. <https://oeis.org/> (For solving any series question)
- IV. <https://discuss.codechef.com/t/data-structures-and-algorithms/6599> (Enhance your DSA skills)
- V. https://play.google.com/store/apps/details?id=g119.da2016.CodingSchedule&hl=en_US (Useful app for coding Schedule)
- VI. <https://www.geeksforgeeks.org/computer-science-projects/> (Basic project ideas)

GRAPH

Graph Representations: -

Resources-

1. <https://www.hackerearth.com/practice/algorithms/graphs/graph-representation/tutorial/>
2. <https://www.geeksforgeeks.org/graph-and-its-representations/>

Graph Traversals (BFS and DFS): -

Resources-

1. <https://youtu.be/pckY4hjDrxk>
2. <https://www.hackerearth.com/practice/algorithms/graphs/breadth-first-search/tutorial/>
3. <https://www.hackerearth.com/practice/algorithms/graphs/depth-first-search/tutorial/>
4. <https://www.geeksforgeeks.org/breadth-first-search-or-bfs-for-a-graph/>
5. <https://www.geeksforgeeks.org/depth-first-search-or-dfs-for-a-graph/>

Problems-

1. <https://www.geeksforgeeks.org/find-count-of-pair-of-nodes-at-even-distance/>
2. <https://www.geeksforgeeks.org/implementation-of-dfs-using-adjacency-matrix/>
3. <https://www.geeksforgeeks.org/left-right-traversal-of-all-the-levels-of-n-ary-tree/>
4. <https://www.geeksforgeeks.org/find-parent-of-each-node-in-a-tree-for-multiple-queries/>
5. <https://www.geeksforgeeks.org/print-all-neighbour-nodes-within-distance-k/>
6. <https://www.geeksforgeeks.org/find-the-first-n-pure-numbers/>
7. <https://www.hackerearth.com/practice/algorithms/graphs/breadth-first-search/practice-problems/>
8. <https://www.hackerearth.com/practice/algorithms/graphs/depth-first-search/practice-problems/>

Graph Connectivity: -

Resources-

1. <https://www.hackerearth.com/practice/algorithms/graphs/articulation-points-and-bridges/tutorial/>
2. <https://www.hackerearth.com/practice/algorithms/graphs/biconnected-components/tutorial/>
3. <https://www.hackerearth.com/practice/algorithms/graphs/strongly-connected-components/tutorial/>

Problems-

1. <https://www.geeksforgeeks.org/biconnectivity-in-a-graph/>
2. <https://www.geeksforgeeks.org/articulation-points-or-cut-vertices-in-a-graph/>
3. <https://www.geeksforgeeks.org/find-if-there-is-a-path-between-two-vertices-in-a-given-graph/>
4. <https://www.geeksforgeeks.org/connectivity-in-a-directed-graph/>
5. <https://www.geeksforgeeks.org/biconnected-components/>
6. <https://www.geeksforgeeks.org/strongly-connected-components/>
7. <https://www.geeksforgeeks.org/find-number-of-islands/>
8. <https://www.geeksforgeeks.org/bridge-in-a-graph/>

Shortest Path Algorithm: -

Resources-

1. <https://www.geeksforgeeks.org/dijkstras-shortest-path-algorithm-greedy-algo-7/>
2. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/tutorial/>
3. <https://www.youtube.com/watch?v=XB4MlexjvY0>

Problems-

1. <https://www.geeksforgeeks.org/find-minimum-weight-cycle-undirected-graph/>
2. <https://www.geeksforgeeks.org/minimum-cost-path-left-right-bottom-moves-allowed/>
3. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/practice-problems/algorithm/booze-first-76e979dd/>
4. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/practice-problems/algorithm/the-parking-slot-9fac40d6/>
5. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/practice-problems/algorithm/graph-question/>
6. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/practice-problems/algorithm/mancunian-goes-to-the-derby/>
7. <https://www.hackerearth.com/practice/algorithms/graphs/shortest-path-algorithms/practice-problems/algorithm/mittal-wants-to-go-to-play/>

BEST Graph Tutorials: -

1. <https://www.geeksforgeeks.org/graph-data-structure-and-algorithms/>
2. <https://www.hackerearth.com/practice/algorithms/graphs/>
3. <https://www.youtube.com/channel/UCZCFT11CWBi3MHNIGf019nw>

BEST Graph Questions: -

1. <https://www.spoj.com/problems/LABYR1/>
2. <https://www.spoj.com/problems/PT07Y/>
3. <https://www.spoj.com/problems/PT07Z/>
4. <https://www.spoj.com/problems/PYRA/>
5. <https://www.spoj.com/problems/BUGLIFE/>
6. <https://www.spoj.com/problems/BITMAP/>
7. <https://www.spoj.com/problems/ONEZERO/>
8. <https://www.spoj.com/problems/POUR1/>
9. <https://www.spoj.com/problems/POSTERS/>
10. <https://www.spoj.com/problems/KOICOST/>
11. <https://www.codechef.com/LTIME61B/problems/TREESORT>
12. <https://codeforces.com/problemset/problem/780/C>
13. <https://codeforces.com/problemset/problem/842/C>
14. <https://codeforces.com/problemset/problem/1037/D>
15. <https://codeforces.com/problemset/problem/959/B>