



HackerEarth Online Judge

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HackerEarth Online Judge - Phase 1.3



Lecture Agenda

We will discuss in this lecture
the following topics

- | | |
|-----------------------|---------------|
| 1- Implementation I | [25 problems] |
| 2- Implementation II | [25 problems] |
| 3- Implementation III | [25 problems] |
| 4- Implementation IV | [25 problems] |
-



Let's
STARTUP

Lecture Agenda



Section 1: Implementation I

Section 2: Implementation II

Section 3: Implementation III

Section 4: Implementation IV



HackerEarth - Implementation I



- [01] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/perfect-baseline/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/recursive-sums/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/easy-task-1/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/counting-strings/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/coin-game-3-1762eeeb/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/gym-freak-tds/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roys-life-cycle-44/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/fredo-and-game/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roys-life-cycle/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/pepper-and-palindromic-love-76ae8763/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/cricket-rating-30/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/posters-on-the-wall/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/find-the-couples/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/not-decided-1ca0c947/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/special-sum-3/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roy-and-leds-6/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/chess-tournament-4/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/counting-rr/>

HackerEarth - Implementation I



- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/prime-string-598/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/complete-string-4/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/surojit-with-balls/>
- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/lift-trouble-7e3bc27d/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/sahils-computer-address-20/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/milly-and-chocolates-ii-65198198/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/monk-and-digital-world-code-monk/>



Lecture Agenda



✓ Section 1: Implementation I

Section 2: Implementation II

Section 3: Implementation III

Section 4: Implementation IV



HackerEarth - Implementation II



- [01] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/swapping-string-4/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/encrypted-love/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/golf/modulo-strength-4/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/step-up-0aa9708f/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/find-the-name-if-you-can-61f601ad/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/distribution-1-3800e537/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-pattern-c9e759e9/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/cheapest-subarray-d628cb65/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/brick-and-building-26cc28f2/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/techfest-and-group-photo-06dfbec0/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/easy-multiples/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/fla06-1-81b4419c/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/k-devices-96ab1c02/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/all-equal-tree-401d4399/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/debts-429c5441/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/array-game-1-3bdd5d12/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/horizontal-or-vertical/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bhupes-craze-7d960eab-24ff51e3/>

HackerEarth - Implementation II



- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/binary-movement/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/benny-and-balls/>
- [21] https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/cyber_cafe/
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/dummy1-3/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/fill-the-boxes-922504c8/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/doraemon-loves-doracakes/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/shil-and-square-sum-qualifier2/>



Lecture Agenda



✓ Section 1: Implementation I

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Section 3: Implementation III

Section 4: Implementation IV



HackerEarth - Implementation III



- [01] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/decode-it-b9e630e9/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/dummy-27/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/jumping-tokens/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/totakeornottotake/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-robbery-1-9a679323/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/equal-bitwise-operations-33fa5acd/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/sherlock-and-special-count/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/lexographic-rows-c0c0b337/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/karthik-and-the-robot-d7497742/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/odwrotna-notacja-polska-04e51d5a/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bob-and-beauty-of-the-array-3b35ef14/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/little-shino-and-the-tournament/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/vegetable-market-ea2b4462/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/ways-to-a-bst-54177cac/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/shil-and-survival-game/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/missile-bombing-cd56ab51/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/problem-16-b45b3a5d/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-game-1-8cb01c18/>

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- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/survey-analysis/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/ratio-d0549bb2/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/fashion-line-1/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bus-journey-3754c143/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/dhiman-and-the-flawed-api/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/lonely-monk-code-monk/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/aman-and-his-birthday-gift-b5268b97/>



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- ✓ Section 1: Implementation I
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HackerEarth - Implementation IV



- [01] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/recursive-function/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/capital-92c227f3/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/cryptic/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/clock-1/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/anil-and-stocks-628d668e/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/geometric-sequence-39a5617d/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/another-xor-problem-1-8f7f54e8/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/explosive-game/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bob-and-subset-23f0729c/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/mind-flayer-returns-68bb7306/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/aabbaac/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/guess-the-permutation-easy-contest/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/equal-median-8aba723b/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/flip-the-door-5/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/indian-vs-arabs-2/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/chocolates-boxes-1/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/monk-and-conversion-game-code-monk/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/doraemon-gets-diwali-gift-as-palindrome/>

HackerEarth - Implementation IV



- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/magic-land-18/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/indent-ruby-1/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/c-absolute-prime/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/confusion-1/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/baby-ko-base-pasand-h/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/numbers-of-interest-2-1/>



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- ✓ Section 1: Implementation I
- ✓ Section 2: Implementation II
- ✓ Section 3: Implementation III
- ✓ Section 4: Implementation IV





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