



HackerEarth Online Judge

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spring 2020

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HackerEarth Online Judge - Phase 1.2



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/power-failure/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/softsort-7/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/palindromic-ciphers/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/game-of-coins/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/mishki-playing-games/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/little-jhool-and-his-breakup/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/killjee-and-sorted-array-ae92a57f/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/utkarsh-and-distributing-books-february-easy/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/prateek-and-his-friends/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/fredo-is-in-a-hurry/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/car-names-4/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/room-allotment/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/nitish-nikhil-and-natasha-e6374658/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/rot13-modified/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/scientists-calender/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/shil-and-palindrome/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bobalice-and-the-perfect-road-1-3f60abdf/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/attack-of-the-mind-flayer-3-119b5d47/>

HackerEarth - Implementation I



- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/play-despacito/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/special-matrix-1/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/2-fast-2-furious/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/new-game-of-oz/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/diamonds-4/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-art-of-verification/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/little-shino-and-coins-3/>



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/battle-of-words/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/stevie/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/meet-the-other/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/aniruddhas-queue-4/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/new-language-8c0781c4/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/leaderboard-standings-863c4cc2/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/prince-and-his-thoughts/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-upload-server-15bac95e/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/little-kuldeep-and-contests/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/palindromic-grid-e55f3027/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/clones-1/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/pile-of-coins-d33de897/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/partition-string-db2c970d/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-best-internet-browser-3/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/compress-the-string-capillary-82bf96a4/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/even-odd-queries-f52d76e2/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/valid-chess-board-028343ac/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/furniture-transportation-2/>

HackerEarth - Implementation II



- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/maahismathi/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/only-even/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roy-and-trains-2/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/special-price/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roy-and-cipher-disk/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/addition-errors-68e27044/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roy-and-texting-robot-2/>



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/rahuls-logo/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/tds-and-his-trips/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/end-game/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bharti-ada5791f/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/max-profit-7/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/string-clash-197de0e2/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/aldrin-justice/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/optimization-game/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/game-of-jenga/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/raees-liquor-tank/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/communicating-coronaviruses-1/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/playing-with-given-numbers/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/passing-the-parcel/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/jiva-the-self-driven-car/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/erase-to-max-7b8c0ca3/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/little-jhool-and-brute-force-18/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/uniqueness-violation-b78b51ee/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/alex-and-requests-72568e72/>

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- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/golf/jadoo-and-strings/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/illegible-string/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/dummy1-1/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bear-and-chocolate/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/bear-and-medals/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/gupta-chaturvedi-and-saxena-trilogy-a/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/old-and-cold-numbers-d9326e6b/>



Lecture Agenda

- ✓ Section 1: Implementation I
- ✓ Section 2: Implementation II
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HackerEarth - Implementation IV



- [01] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/counter-strike-12/>
- [02] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/white-space-3/>
- [03] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/strings-1/>
- [04] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/similarity/>
- [05] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/chessboard-and-dominos-3/>
- [06] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/what-is-the-string-made-of-2/>
- [07] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/roy-and-coding-contest/>
- [08] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/superbalancedbracket-75edd495/>
- [09] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/sam-in-trouble-2-131edb9c/>
- [10] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/killcodes-wish-2/>
- [11] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/sagars-gift-6/>
- [12] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/deleting-numbers-efb41d85/>
- [13] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/cake-2/>
- [14] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/dont-be-greedy/>
- [15] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/kth-character-60eed906/>
- [16] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/partial-digit-sequence-34fa8391/>
- [17] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/ikshu-and-his-machine-gun/>
- [18] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/hack-the-string-9dce7834/>

HackerEarth - Implementation IV



- [19] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/one-for-all/>
- [20] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-thirsty-crow/>
- [21] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/xorsum/>
- [22] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/highest-number/>
- [23] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/the-psyhic-type/>
- [24] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/algorithm/simple-addition-2/>
- [25] <https://www.hackerearth.com/practice/basic-programming/implementation/basics-of-implementation/practice-problems/golf/jadoo-and-positive-integers/>



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