

Algorithmic Problem Solving

**Init
2020**

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Hello There!

What do you think are we doing?

Algorithmic - Problem Solving

or

Algorithmic Problem - Solving



What's Up with APS?

- ~~I will work my best~~
- ~~Functionality works~~
- ~~int, float, double~~
- ~~I have the approach~~
- ~~Good at Basics~~
- ~~I work with Problems~~

Only a 100/100 is success
What about speed?
Hello! Heard of long long?
lol, Technique?
No inventing basics
Comprehension!

Towards Competitive Programming

Traditional Programming Classes

- **Concentrates on Correctness**
- **Programming Notions and Syntax**
- **Coding on IDE**
- **Class level Evaluation**

Competitive Programming

Beyond Correctness

- Memory Limitations
- Execution Speed
- Design Techniques

Programming Intricacies

- Data Structures
- Strengthens the Fundamentals
- Learn the Internals / optimizations

Online Platform

- Worldwide Competitions
- Ranked Profiles
- Performance Based Hiring

Global Scale

- Solve Complicated Problems
- Work in Stressful Situations
- Manage Time, Be Fast and Focused



Algorithmic
Problem Solving

Course Design

- Syllabus framed, revised and revisited with feedback from **Samsung Team**
- Introduced at **VI** semester
- 6 Credit Elective, Open to all Branches
 - Screening test for intake

← → ↻ <https://www.comp.nus.edu.sg/~cs3233/>

CS3233 - Competitive Programming
(Year 2008/09, Semester 2)

Instructor: [Steven Halim](#)

Course Website: [CS3233 @ IVLE](#)

Lecture Notes: [Competitive Programming](#)

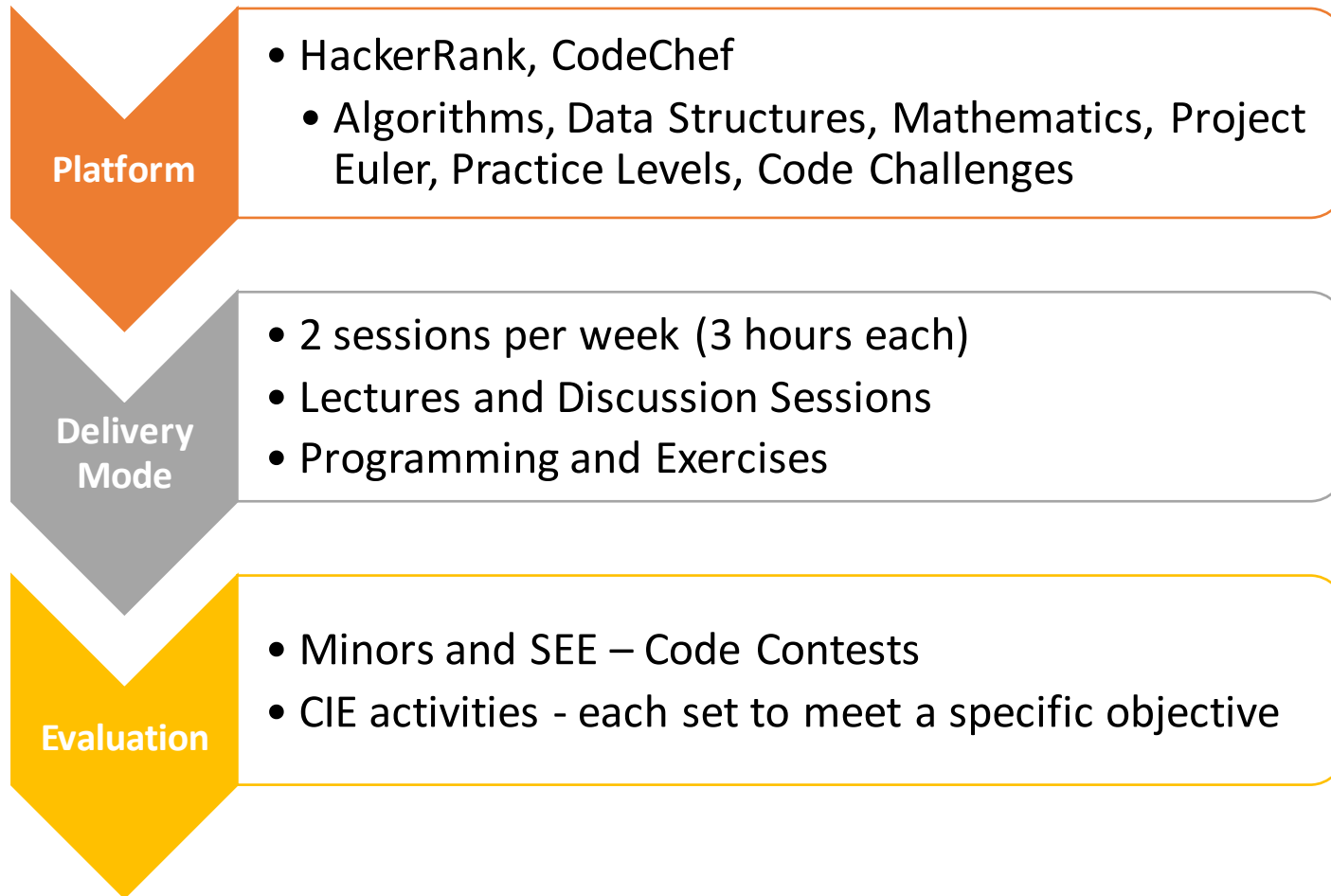
Archive:

- 2009/2010, Sem 2, [stevenha](#), currently running
- 2008/2009, Sem 2, [stevenha](#)
- 2007/2008, N/A
- 2006/2007, Sem 1, [ooiwt](#), [Aug-Nov 2006](#)
- 2005/2006, Sem 1, [leonghw](#), [Aug-Nov 2005](#)
- 2004/2005, Sem 1, [ooiwt](#), [Aug-Nov 2004](#)
- 2003/2004, Sem 2, [leonghw](#), [Jan-Apr 2004](#)
- 2002/2003, N/A
- 2001/2002, Sem 2, [alim](#), [Jan-Apr 2002](#)
- 2000/2001, Sem 1, [alim](#), [Jul-Nov 2000](#)
- 1999/2000, Sem 1, [alim](#), [Jul-Nov 1999](#)



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Course Delivery



Why APS?

- Makes you a better programmer and most importantly a better thinker
- Intangible skill that will set you apart from the common herd

If you have any other reason,

- You love to code
- Its fun!

Shut Up!

Then There is a Problem

- **A Beginner**
 - Not seen a problem of this kind
 - Takes time to comprehend the problem
 - Code, even if the solution is not known
 - Try with a brute force



Then There is a Problem

- **An Inexperienced**
 - Recognizes the problem
 - Realizes that usual thinking does not work
 - Thinks there is an algorithm to the solution
 - Gives up and moves on



Then There is a Problem

- **A Non-Competitive Programmer**
 - Knows the approach to solve the problem
 - Understands the nature of input and data flow
 - Makes mistakes in implementation
 - Takes hours to obtain the solution



Then There is a Problem

- **A Competitive Programmer**
 - Solves the problem in about 30 minutes without any mistakes



The Approach

- Methods to solve
- Methods to solve efficiently
- Methods to solve quickly



The Approach

Problem:

Left rotate the given array where number of array elements is **n** and Number of rotations is **d**

Rotate the
array **d** times

Method to Solve

Check if **d > n**
and do **d % n**

Method to Solve
Efficiently

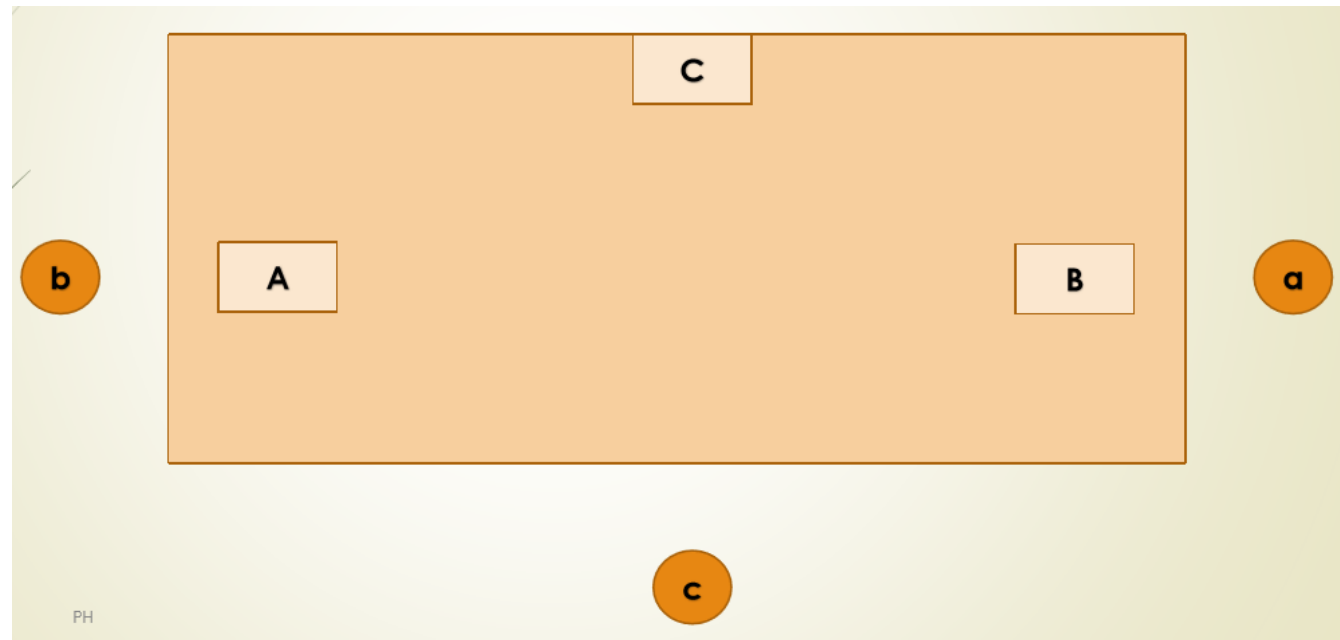
Check if **d > n** and do
d % n and then
copy into a new array:
d to **n**, then **0** to **d-1**

Method to Solve
Quickly



Keeping the Senses Right

- Two's company and three's a crowd, then what's four and five?
- On what logic is the following ordering done?
 - gun, shoe, spree, door, hive, kicks, heaven, gate, line, de
- Wire the electricals



Course CIE and SEE

Evaluation Type	Marks
Minor 1	15
Minor 2	15
Activities	40
SEE	30
Total	100



Algorithmic
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Activity 1

21 days makes a Habit

Code on HackerRank for Straight 21 Days and Earn 5 Marks in the process, bring your 'Problem Solving' Ranking to less than 35,000

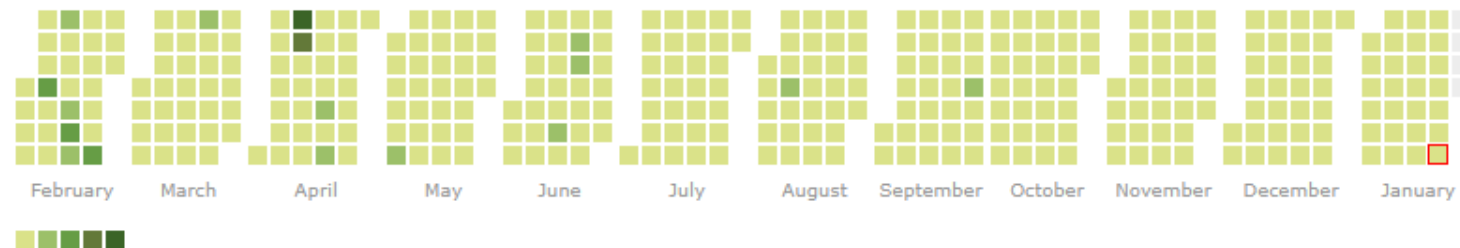


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Submissions



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Activity 2

Solve 3 Project Euler Problems

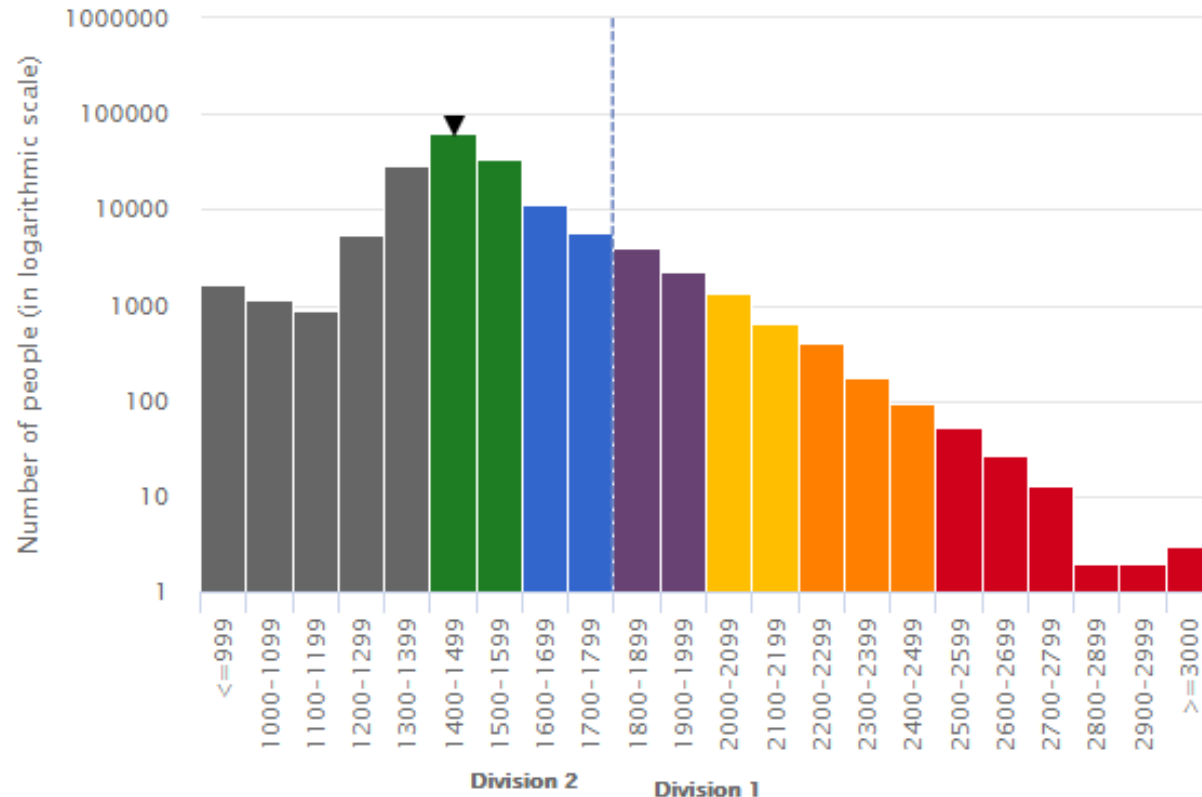
Solve 3 problems from Project Euler before the Semester End and earn 5 marks

Platform: HackerRank



Activity 3

CodeChef Rating Distribution



The number of * and rating you earn will fetch you 10 marks .

Recorded at semester end

Activity 4

10 marks for Q-box challenge. Template is available on Github.



Activity 5

05 marks for having your own code library.



Activity 6

05 marks for Head Damage



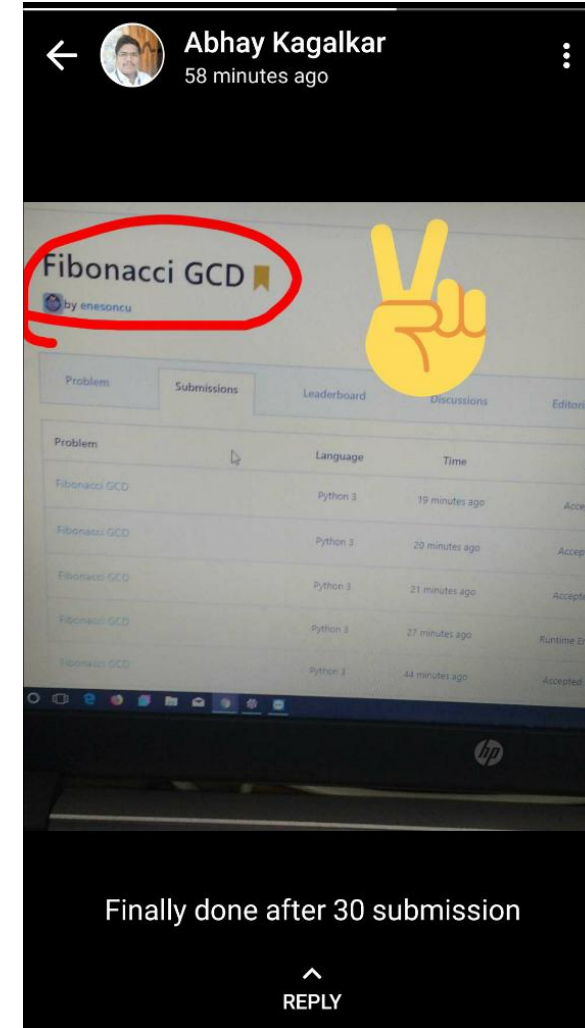
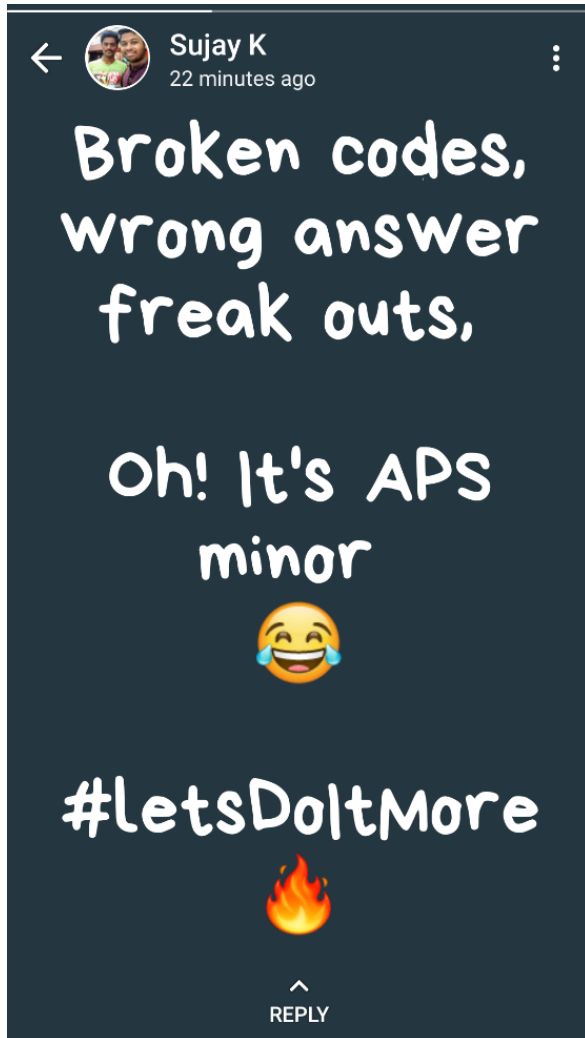
Your Online Presence

Have the following active profiles:

- HackerRank
- CodeChef
- Github



Experiences



Acknowledgements

Thank you

