
Train Your Brain
To Be Alive

Problem Solving Training

Release 2022

github.com/cs-MohamedAyman/Problem-Solving-Training

youtube.com/@cs-MohamedAyman
linkedin.com/in/cs-MohamedAyman
twitter.com/csMohamedAyman

Presentation Agenda

We will discuss in this presentation the following topics

1- Introduction to Training

2- Training Content and Timeline

3- How to Practice on Online Judges

4- Environment Setup and Installations

LET'S

START

Presentation Agenda

- Introduction to Training
- Training Content and Timeline
- How to Practice on Online Judges
- Environment Setup and Installations

Introduction to Training

Training Levels Prerequisites

Level 1

The prerequisites for level 1 of this training are the basic knowledge for any programming language like (Variable Types - Basic Operators - Conditions - Loops - Functions - Lists/Arrays - Strings).

Level 2

The prerequisites for level 2 of this training are the basic knowledge for Data Structures and Algorithms like (Linear Data Structures - Non-Linear Data Structures - Searching Algorithms - Sorting Algorithms - Divide and Conquer).

Level 3

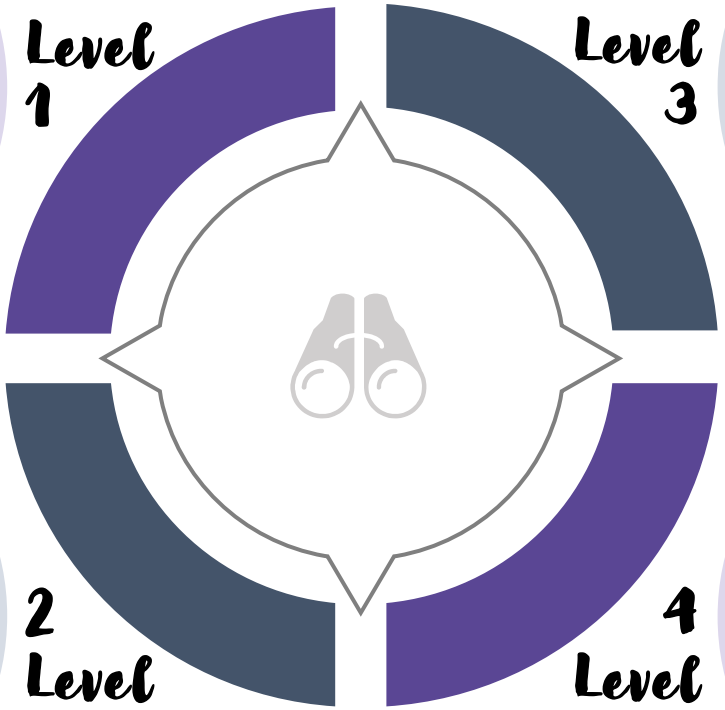
The prerequisites for level 3 of this training are the advanced knowledge for Data Structures and Algorithms Analysis like (Disjoint Sets - Trie - Segment Tree - Binary Indexed Tree - Divide and Conquer - Graph Algorithms - Greedy Algorithms - Dynamic Programming - Mathematical Algorithms).

Level 4

The prerequisites for level 4 of this training are completing Level 1, 2, 3

Training Levels Description

This level simply consists of 16 sheets, 6 sheets on URI Online Judge, 2 sheets on HackerRank Online Judge, 4 sheets on Codeforces Online Judge, and the last 4 sheets on HackerEarth Online Judge. The objective of this level is to apply best practice on the basic programming language topics.



This level simply consists of 24 sheets, 4 sheets on HackerRank Online Judge, 4 sheets on Codeforces Online Judge, 4 sheets on AtCoder Online Judge, 4 sheets on LeetCode Online Judge, and the last 8 sheets on HackerEarth Online Judge. The objective of this level is to apply best practice on the advanced data structures and algorithms topics.

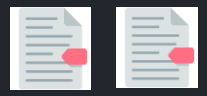
This level simply consists of 24 sheets, 6 sheets on URI Online Judge, 2 sheets on HackerRank Online Judge, 2 sheets on AtCoder Online Judge, 4 sheets on Codeforces Online Judge, 6 sheets on LeetCode Online Judge, and the last 4 sheets on HackerEarth Online Judge. The objective of this level is to apply best practice on the basic data structures and algorithms topics.

Coming soon

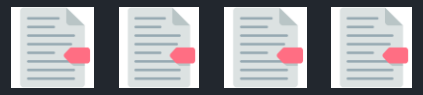
Level 1 Sheets

(16 sheets)

HackerRank OJ
(2 sheets)

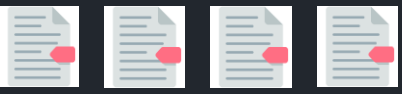


Codeforces OJ
(4 sheets)



URI OJ
(6 sheets)

HackerEarth OJ
(4 sheets)



Level 2 Sheets

(24 sheets)

AtCoder OJ
(2 sheets)

Codeforces OJ
(4 sheets)

HackerRank OJ
(2 sheets)

LeetCode OJ
(6 sheets)

URI OJ
(6 sheets)

HackerEarth OJ
(4 sheets)

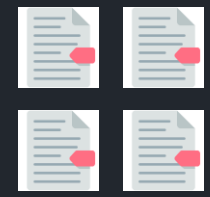
Level 3 Sheets

(24 sheets)

Codeforces OJ
(4 sheets)

AtCoder OJ
(4 sheets)

LeetCode OJ
(4 sheets)



HackerRank OJ
(4 sheets)

HackerEarth OJ
(8 sheets)

Presentation Agenda

- Introduction to Training
- **Training Content and Timeline**
- How to Practice on Online Judges
- Environment Setup and Installations

Training Content and Timeline

Level 1 (4 Online Judges) (16 sheets)

Level 1 Timeline

URI OJ (6 sheets) each sheet of them divided into (Beginner, Ad-Hoc, Strings, Data Structures, Mathematics, Geometry)

Codeforces OJ (4 sheets) each sheet of them divided into (Basic Operators, Conditions, Loops, Lists/Arrays, Strings)

HackerRank OJ (2 sheets) each sheet of them divided into (Introduction, Conditionals and Loops, Arrays and Strings, Functions, Standard Libraries, Classes and Inheritance)

HackerEarth OJ (4 sheets) each sheet of them divided into (Input/Output, Bit Manipulation, Recursion, Operators)

Level 1 Sheets

URI sheets

The URI OJ sheets:

phase-1-(1,2,3,4,5,6), each sheet of them divided into (Beginner - Ad-Hoc - Strings - Data Structures - Mathematics - Geometry). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~175 problems.

6 sheets * 175 problems

HackerRank sheets

The HackerRank OJ sheets:

phase-1-cpp, phase-1-python, each sheet of them divided into (Introduction - Conditionals and Loops - Arrays and Strings - Functions - Standard Libraries - Classes and Inheritance). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~80 problems.

2 sheets * 80 problems

Level 1 Sheets

Codeforces sheets

The Codeforces OJ sheets:

phase-1-(1,2,3,4), each sheet of them contains A-Div2 problems and divided into (Basic Operators - Conditions - Loops - Lists/Arrays - Strings). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~125 problems.

4 sheets * 125 problems

HackerEarth sheets

The HackerEarth OJ sheets:

phase-1-(1,2,3,4), each sheet of them divided into (Input/Output - Bit Manipulation - Recursion - Operators). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~100 problems.

4 sheets * 100 problems

Training Content and Timeline

Level 2 (6 Online Judges) (24 sheets)

Level 2 Timeline

URI OJ (6 sheets) each sheet of them divided into (Ad-Hoc, Strings, Data Structures, Mathematics, Graph, Paradigms, Geometry)

AtCoder OJ (2 sheets) each sheet contains beginner contests (easy contests)

LeetCode OJ (6 sheets) each sheet of them divided into (Array, LinkedList, Stack, Queue, Binary Tree, Heap Tree, HashTable) plus (Binary Search, Sorting, Divide and Conquer, Greedy, Bit Manipulation)

6 weeks | 2 weeks | 2 weeks | 4 weeks | 6 weeks | 4 weeks

HackerRank OJ (2 sheets) each sheet of them contains linear and non-linear data structures problems, and basic algorithms problems

Codeforces OJ (4 sheets) each sheet of them divided into (Data Structure, Mathematics, String, Greedy, Brute Force)

HackerEarth OJ (4 sheets) each sheet of them contains linear and non-linear data structures problems, plus searching and sorting algorithms

Level 2 Sheets

URI sheets

The URI OJ sheets:

phase-2-(1,2,3,4,5,6), each sheet of them divided into (Ad-Hoc - Strings - Data Structures - Mathematics - Graph - Paradigms - Geometry). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~150 problems.

6 sheets * 150 problems

HackerRank sheets

The HackerRank OJ sheets:

phase-2-data-structures, phase-2-algorithms-basics, each sheet of them contains linear and non-linear data structures problems, and basic algorithms problems. These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~120 problems.

2 sheets * 120 problems

Level 2 Sheets

AtCoder sheets

The AtCoder OJ sheets:

phase-2-(1,2), These sheets contain beginner contests (easy contests) and each sheet contains ~180 problems.

2 sheets * 180 problems

Codeforces sheets

The Codeforces OJ sheets:

phase-2-(1,2,3,4), each sheet of them contains B-Div2 problems and divided into (Data Structure - Mathematics - String - Greedy - Brute Force). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~120 problems.

4 sheets * 120 problems

Level 2 Sheets

LeetCode sheets

The LeetCode OJ sheets:

phase-2-linear-data-structurs-(1,2), phase-2-nonlinear-data-structurs-(1,2), phase-2-basic-algorithms-(1,2), each sheet of them divided into (Array - LinkedList - Stack - Queue - Binary Tree - Heap Tree - HashTable) plus (Binary Search - Sorting - Divide and Conquer - Greedy - Bit Manipulation). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~190 problems.

6 sheets * 190 problems

HackerEarth sheets

The HackerEarth OJ sheets:

phase-2-linear-data-structures, phase-2-non-linear-data-structures, phase-2-algorithms-searching, phase-2-algorithms-sorting, each sheet of them contains linear and non-linear data structures problems, plus searching and sorting algorithms. These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~100 problems.

4 sheets * 100 problems

Training Content and Timeline

Level 3 (5 Online Judges) (24 sheets)

Level 3 Timeline

HackerRank OJ (4 sheets) each sheet of them divided into (String, Number Theory, Algebra, Graph, Greedy, Mathematics, Bit Manipulation, Dynamic Programming)

Codeforces OJ (4 sheets) each sheet of them divided into (Divide and Conquer, Graph, Data Structure, Math and Number Theory, String, Greedy and Brute Force, Dynamic Programming)

HackerEarth OJ (8 sheets) each sheet of them divided into (String, Graph, Greedy, Mathematics, Number Theory, Dynamic programming)

AtCoder OJ (4 sheets) each sheet contains (regular + grand) contests (medium contests)

LeetCode OJ (4 sheets) each sheet of them divided into (Binary Search, Divide and Conquer, Sort, Greedy, Graph, Breadth First Search, Depth First Search, Backtracking, Dynamic Programming)

Level 3 Sheets

AtCoder sheets

The AtCoder OJ sheets:

phase-3-(1,2,3,4), These sheets contain (Regular + Grand) contests (medium contests) and each sheet contains ~60 problems.

4 sheets * 60 problems

HackerRank sheets

The HackerRank OJ sheets:

phase-3-mathematics-(1,2), phase-3-graph-string, phase-3-dynamic-programming, each sheet of them divided into (string, number theory, algebra, graph, greedy, mathematics, bit manipulation, and dynamic programming). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~130 problems.

4 sheets * 130 problems

Level 3 Sheets

LeetCode sheets

The LeetCode OJ sheets:

phase-3-(breadth/depth)-first-search, phase-3-graph-advanced-data-structures, phase-3-math-string, phase-3-dynamic-programming, These sheets contain string, graph, bfs, dfs, mathematics, backtracking, and dynamic programming problems, in addition to advanced data structures. These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~190 problems.

4 sheets * 190 problems

Codeforces sheets

The Codeforces OJ sheets:

phase-3-(1,2,3,4), each sheet of them contains C-Div2/A-Div1 problems and divided into (Divide and Conquer - Graph - Data Structure - Math and Number Theory - String - Greedy and Brute Force - Dynamic Programming). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~125 problems.

4 sheets * 125 problems

Level 3 Sheets

HackerEarth sheets

The HackerEarth OJ sheets:

phase-3-mathematics-strings-(1,2), phase-3-graph-(1,2), phase-3-dynamic-programming-(1,2), phase-3-advanced-data-structures-(1,2), each sheet of them divided into (string, graph, greedy, mathematics, number theory, dynamic programming, advanced data structures). These sheets were ordered based on the problem difficulty and grouped by the problem topic. Finally, each sheet contains ~120 problems.

8 sheets * 120 problems

Presentation Agenda

- Introduction to Training
- Training Content and Timeline
- How to Practice on Online Judges
- Environment Setup and Installations

How to Practice on Online Judges

CODEFORCES β
Sponsored by Telegram

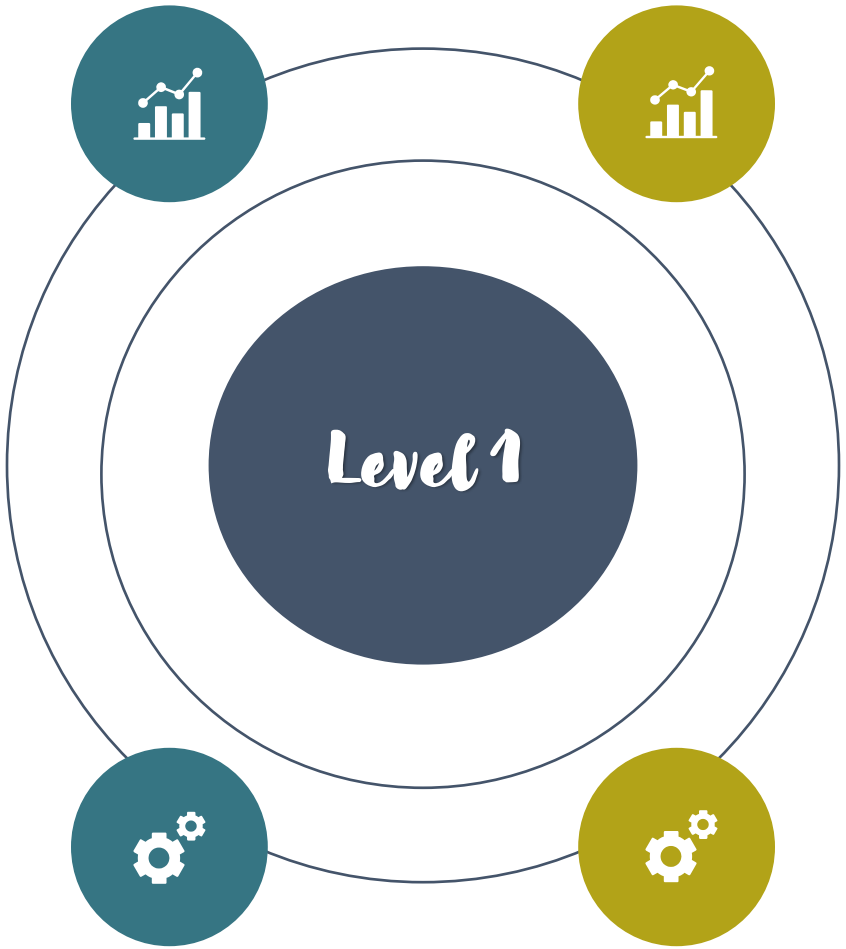
Codeforces Online Judge

12 sheets

Codeforces Online Judge

Phase 1-1	125 Problems
Basic Operator	10 problems
Condition	20 problems
Loop	25 problems
String	30 problems
List / Array	40 problems

Phase 1-2	125 Problems
Basic Operator	10 problems
Condition	20 problems
Loop	25 problems
String	30 problems
List / Array	40 problems



Phase 1-3	125 Problems
Basic Operator	10 problems
Condition	20 problems
Loop	25 problems
String	30 problems
List / Array	40 problems

Phase 1-4	125 Problems
Basic Operator	10 problems
Condition	20 problems
Loop	25 problems
String	30 problems
List / Array	40 problems

Codeforces Online Judge

Phase 2-1	120 Problems
Data Structure	20 problems
String	25 problems
Mathematics	35 problems
Greedy	30 problems
Brute Force	10 problems

Phase 2-2	120 Problems
Data Structure	20 problems
String	25 problems
Mathematics	35 problems
Greedy	30 problems
Brute Force	10 problems

Phase 2-3	120 Problems
Data Structure	20 problems
String	25 problems
Mathematics	35 problems
Greedy	30 problems
Brute Force	10 problems

Phase 2-4	120 Problems
Data Structure	20 problems
String	25 problems
Mathematics	35 problems
Greedy	30 problems
Brute Force	10 problems

Codeforces Online Judge

Phase 3-1	125 Problems
Divide and Conquer	10 problems
Graph	15 problems
String	15 problems
Data Structure	20 problems
Math & Number Theory	30 problems
Greedy & Brute Force	25 problems
Dynamic Programming	10 problems

Phase 3-2	125 Problems
Divide and Conquer	10 problems
Graph	15 problems
String	15 problems
Data Structure	20 problems
Math & Number Theory	30 problems
Greedy & Brute Force	25 problems
Dynamic Programming	10 problems

Phase 3-3	125 Problems
Divide and Conquer	10 problems
Graph	15 problems
String	15 problems
Data Structure	20 problems
Math & Number Theory	30 problems
Greedy & Brute Force	25 problems
Dynamic Programming	10 problems

Phase 3-4	125 Problems
Divide and Conquer	10 problems
Graph	15 problems
String	15 problems
Data Structure	20 problems
Math & Number Theory	30 problems
Greedy & Brute Force	25 problems
Dynamic Programming	10 problems

LeetCode

LeetCode Online Judge

10 sheets

LeetCode Online Judge

linear-data-structures-1	210 Problems
Array I	40 problems
Array II	40 problems
Array III	40 problems
Linked List	20 problems
Stack I	25 problems
Stack II	25 problems
Queue and Dequeue	20 problems

non-linear-data-structures-1	170 Problems
Recursion	30 problems
Binary Tree	30 problems
Heap Tree	30 problems
Hash Table I	30 problems
Hash Table II	25 problems
Hash Table III	25 problems

linear-data-structures-2	210 Problems
Array I	35 problems
Array II	40 problems
Array III	40 problems
Array IV	40 problems
Linked List	20 problems
Stack	10 problems
Queue and Dequeue	25 problems

non-linear-data-structures-2	170 Problems
Binary Tree I	30 problems
Binary Tree II	30 problems
Binary Tree III	30 problems
Heap Tree	30 problems
Hash Table I	25 problems
Hash Table II	25 problems

LeetCode Online Judge

basic-algorithms-1	190 Problems
Binary Search I	35 problems
Binary Search II	35 problems
Divide and Conquer	20 problems
Sorting I	40 problems
Sorting II	40 problems
Greedy	20 problems

basic-algorithms-2	190 Problems
Binary Search	30 problems
Greedy I	40 problems
Greedy II	40 problems
Greedy III	40 problems
Bit Manipulation I	20 problems
Bit Manipulation II	20 problems

LeetCode Online Judge

LeetCode

(breadth/depth)-first-search	160 Problems
Breadth First Search I	25 problems
Breadth First Search II	25 problems
Breadth First Search III	25 problems
Depth First Search I	30 problems
Depth First Search II	30 problems
Depth First Search III	25 problems

mathimatics-strings	210 Problems
Math I	40 problems
Math II	40 problems
Math III	40 problems
String I	35 problems
String II	35 problems
String III	25 problems

graph-advanced-data-structures	190 Problems
Backtracking I	35 problems
Backtracking II	35 problems
Graph I	30 problems
Graph II	30 problems
Advanced Data Structures	40 problems
Geometry	20 problems

dynamic-programming	200 Problems
Dynamic Programming I	35 problems
Dynamic Programming II	35 problems
Dynamic Programming III	25 problems
Dynamic Programming IV	35 problems
Dynamic Programming V	35 problems
Dynamic Programming VI	30 problems

HackerRank Online Judge

8 sheets

HackerRank Online Judge

cpp	70 Problems
Introduction	20 problems
Arrays and Strings	10 problems
Functions and Libraries	10 problems
Structs and Classes	30 problems

python	95 Problems
Introduction	25 problems
Collections	25 problems
Functions and Libraries	35 problems
Classes	10 problems

HackerRank Online Judge

data-structures	110 Problems
Arrays & Linked Lists	20 problems
Stacks & Queues	10 problems
Balanced Binary Tree	20 problems
Heap & Disjoint Set	10 problems
Advanced I	25 problems
Advanced II	25 problems

algorithms-basics	125 Problems
Warm-up & Recursion	20 problems
Sorting	15 problems
Search	25 problems
Implementation I	20 problems
Implementation II	20 problems
Implementation III	25 problems

HackerRank Online Judge

mathematics-1	125 Problems
Fundamentals	10 problems
Number Theory	35 problems
Combinatorics	25 problems
Algebra	25 problems
Geometry	30 problems

graph-string	135 Problems
Graph Theory I	30 problems
Graph Theory II	30 problems
Greedy	25 problems
Strings I	25 problems
Strings II	25 problems

mathematics-2	125 Problems
Fundamentals	10 problems
Number Theory	35 problems
Combinatorics	25 problems
Algebra	25 problems
Geometry	25 problems

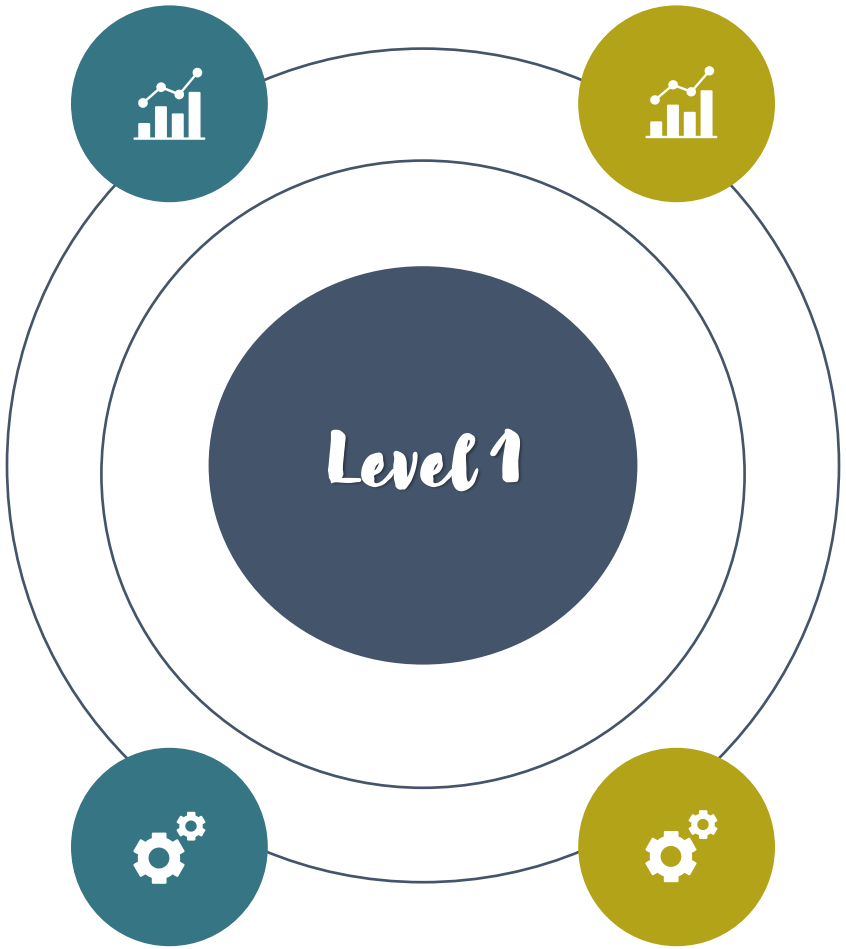
dynamic-programming	140 Problems
Bit Manipulation	30 problems
Dynamic Programming I	40 problems
Dynamic Programming II	30 problems
Dynamic Programming III	30 problems
Constructive Algorithms	10 problems

HackerEarth Online Judge

16 sheets

HackerEarth Online Judge

Phase 1-1	100 Problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems



Phase 1-2	100 Problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems

Phase 1-3	100 Problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems
Implementation	25 problems

Phase 1-4	125 Problems
Input / Output	40 problems
Bit Manipulation	40 problems
Recursion	10 problems
Operators	35 problems

HackerEarth Online Judge

linear-data-structures	115 Problems
Arrays 1D I	25 problems
Arrays 1D II	25 problems
Arrays Multi-dimensional	35 problems
Stacks	25 problems
Queues	5 problems

algorithms-searching	120 Problems
Linear Search	15 problems
Binary Search I	35 problems
Binary Search II	35 problems
Ternary Search	5 problems

non-linear-data-structures	90 Problems
Binary Tree	10 problems
Binary Search Tree	10 problems
Heaps / Priority Queues	20 problems
Hash Tables I	25 problems
Hash Tables II	25 problems

algorithms-sorting	135 Problems
Soritng	40 problems
Quick, Count, Heap	20 problems
Greedy Algorithms I	25 problems
Greedy Algorithms II	25 problems

HackerEarth Online Judge

mathematics-strings-1	110 Problems
Basic Number Theory	30 problems
Primality Tests	30 problems
Totient Function	10 problems
Basics of String Manipulation	40 problems

graph-1	150 Problems
Graph Representation	35 problems
Breadth First Search	35 problems
Depth First Search I	40 problems
Depth First Search II	40 problems

mathematics-strings-2	110 Problems
Basic Number Theory	30 problems
Primality Tests	30 problems
Totient Function	10 problems
Basics of String Manipulation	40 problems

graph-2	150 Problems
Depth First Search	40 problems
Shortest Path	50 problems
Spanning Tree	30 problems
Min Cost & Max Flow	30 problems

HackerEarth Online Judge

dynamic-programming-1	110 Problems
Dynamic Programming I	25 problems
Dynamic Programming II	25 problems
Dynamic Programming 2D I	25 problems
Dynamic Programming 2D II	25 problems
DP and Bit Masking	10 problems

advanced-data-structures-1	120 Problems
Disjoint Sets	30 problems
Trie	20 problems
Segment Tree I	35 problems
Segment Tree II	35 problems

dynamic-programming-2	110 Problems
Dynamic Programming I	25 problems
Dynamic Programming II	25 problems
Dynamic Programming 2D I	25 problems
Dynamic Programming 2D II	25 problems
DP and Bit Masking	10 problems

advanced-data-structures-2	110 Problems
Segment Tree	30 problems
Binary Indexed Tree I	30 problems
Binary Indexed Tree II	30 problems
Suffix (Tree, Array)	20 problems

AtCoder

AtCoder Online Judge

6 sheets

AtCoder Online Judge

Phase 2-1	180 Problems
2016-2017 Beginner Contests I	20 problems
2018-2019 Beginner Contests I	30 problems
2020-2021 Beginner Contests I	40 problems
2016-2017 Beginner Contests II	20 problems
2018-2019 Beginner Contests II	30 problems
2020-2021 Beginner Contests II	40 problems

Phase 2-2	180 Problems
2016-2017 Beginner Contests I	20 problems
2018-2019 Beginner Contests I	30 problems
2020-2021 Beginner Contests I	40 problems
2016-2017 Beginner Contests II	20 problems
2018-2019 Beginner Contests II	30 problems
2020-2021 Beginner Contests II	40 problems

AtCoder Online Judge

Phase 3-1	70 Problems
2016-2017 Regular Contests	30 problems
2018-2019 Regular Contests	15 problems
2020-2021 Regular Contests	25 problems

Phase 3-2	70 Problems
2016-2017 Regular Contests	30 problems
2018-2019 Regular Contests	15 problems
2020-2021 Regular Contests	25 problems

Phase 3-3	55 Problems
2016-2017 Grand Contests	20 problems
2018-2019 Grand Contests	20 problems
2020-2021 Grand Contests	15 problems

Phase 3-4	55 Problems
2016-2017 Grand Contests	20 problems
2018-2019 Grand Contests	20 problems
2020-2021 Grand Contests	15 problems

URI
ONLINE JUDGE
PROBLEMS & CONTENTS

URI Online Judge

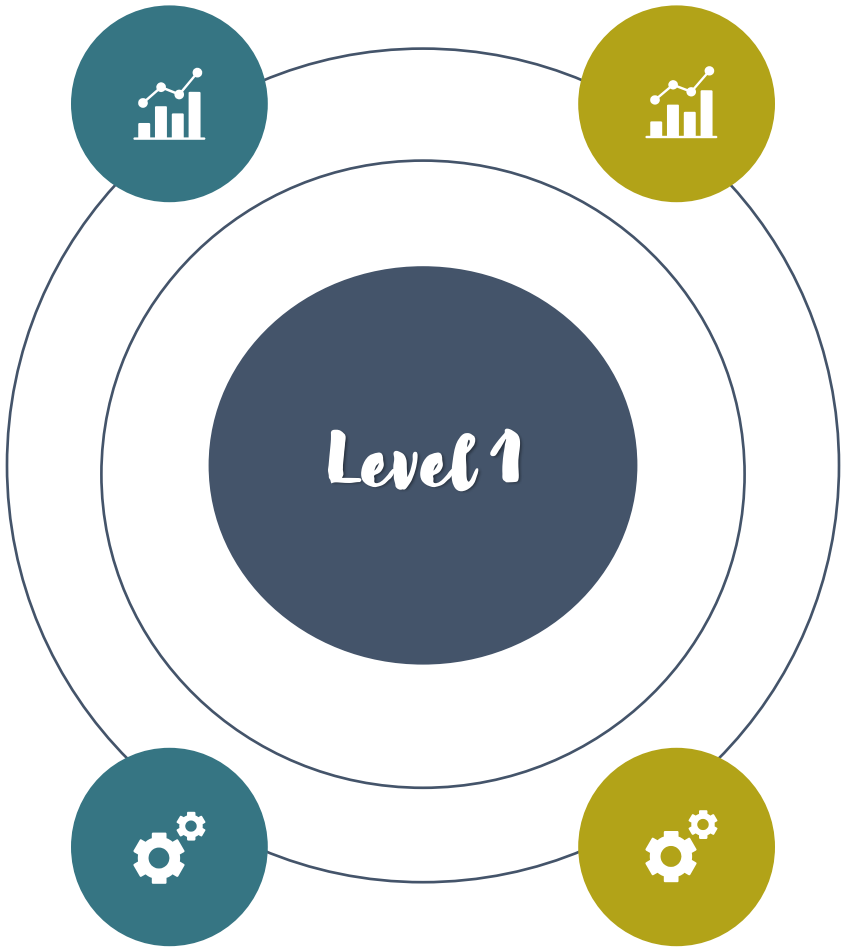
12 sheets

URI Online Judge

Phase 1-1	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems

Phase 1-2	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems

Phase 1-3	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems



Phase 1-4	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems

URI Online Judge

Phase 1-5	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems

Phase 1-6	170 Problems
Beginner	40 problems
Ad-Hoc I	40 problems
Ad-Hoc II	35 problems
Strings	10 problems
Data Structures	15 problems
Mathematics	25 problems
Geometry	5 problems

URI Online Judge

Phase 2-1	160 Problems
Ad-Hoc	25 problems
Strings	15 problems
Data Structures	15 problems
Mathematics	20 problems
Graph	40 problems
Paradigms	35 problems
Geometry	10 problems

Phase 2-3	160 Problems
Ad-Hoc	25 problems
Strings	15 problems
Data Structures	15 problems
Mathematics	20 problems
Graph	40 problems
Paradigms	35 problems
Geometry	10 problems

Phase 2-2	160 Problems
Ad-Hoc	25 problems
Strings	15 problems
Data Structures	15 problems
Mathematics	20 problems
Graph	40 problems
Paradigms	35 problems
Geometry	10 problems

Phase 2-4	160 Problems
Ad-Hoc	25 problems
Strings	15 problems
Data Structures	15 problems
Mathematics	20 problems
Graph	40 problems
Paradigms	35 problems
Geometry	10 problems

URI Online Judge

Phase 2-5	120 Problems
Ad-Hoc	15 problems
Strings	10 problems
Data Structures	10 problems
Mathematics	10 problems
Graph	40 problems
Paradigms	30 problems
Geometry	5 problems

Phase 2-6	120 Problems
Ad-Hoc	15 problems
Strings	10 problems
Data Structures	10 problems
Mathematics	10 problems
Graph	40 problems
Paradigms	30 problems
Geometry	5 problems

Online Competitions

- ICPC (4 Rounds) [Sep - Mar]

- Google CodeJam (5 Rounds) [Mar - Aug]

- Google KickStart (8 Rounds) [Mar - Nov]

- Google HashCode (2 Rounds) [Nov - Apr]

- Topcoder Open TCO (4 Rounds) [Jul - Jun]

- Meta HackerCup (5 Rounds) [Jun - Sep]

Presentation Agenda

- Introduction to Training
- Training Content and Timeline
- How to Practice on Online Judges
- Environment Setup and Installations

Environment Setup and Installations

Online Environments

codechef.com/ide

ideone.com

leetcode.com/playground/new

mycompiler.io

tutorialspoint.com/codingground.htm

onecompiler.com

replit.com

geekflare.com/online-compiler

IDEs & Editors

python.org

codeblocks.org

jetbrains.com

eclipse.org

atom.io

visualstudio.microsoft.com

sublimetext.com

netbeans.apache.org


The way to get started
is to quit talking and
begin doing.