This was CS50

Harvard Extension School (https://www.extension.harvard.edu/)
Fall 2020

Problem Sets

Problem sets are programming assignments that allow you to implement each week's concepts in code.

Problem Set	Language	Release	Deadline
Problem Set 0	Scratch	Wed, Sep 2, 2020, 10:15 PM GMT+2	Mon, Sep 7, 2020, 5:59 AM GMT+2
Problem Set 1	C	Mon, Sep 7, 2020, 10:15 PM GMT+2	Mon, Sep 14, 2020, 5:59 AM GMT+2
Problem Set 2	C	Mon, Sep 14, 2020, 10:15 PM GMT+2	Mon, Sep 21, 2020, 5:59 AM GMT+2
Problem Set 3	C	Mon, Sep 21, 2020, 10:15 PM GMT+2	Mon, Sep 28, 2020, 5:59 AM GMT+2
Problem Set 4	C	Mon, Sep 28, 2020, 10:15 PM GMT+2	Mon, Oct 5, 2020, 5:59 AM GMT+2
Problem Set 5	C	Mon, Oct 5, 2020, 10:15 PM GMT+2	Mon, Oct 12, 2020, 5:59 AM GMT+2
Problem Set 6	Python	Mon, Oct 12, 2020, 10:15 PM GMT+2	Mon, Oct 19, 2020, 5:59 AM GMT+2
Problem Set 7	SQL	Mon, Oct 19, 2020, 10:15 PM GMT+2	Mon, Oct 26, 2020, 4:59 AM GMT+1
Problem Set 8	HTML, CSS, JavaScript	Mon, Oct 26, 2020, 9:15 PM GMT+1	Mon, Nov 2, 2020, 5:59 AM GMT+1
Problem Set 9	Python, SQL, HTML, CSS, JavaScript	Mon, Nov 2, 2020, 10:15 PM GMT+1	Mon, Nov 9, 2020, 5:59 AM GMT+1

Problem Set Solutions

- Problem Set 1
    - Hello (https://vault.cs50.io/2020/fall/solutions/hello)
    - Mario (Less) (https://vault.cs50.io/2020/fall/solutions/mario/less)
    - Mario (More) (https://vault.cs50.io/2020/fall/solutions/mario/more)
    - Cash (https://vault.cs50.io/2020/fall/solutions/cash)
    - Credit (https://vault.cs50.io/2020/fall/solutions/credit)
- Problem Set 2
    - Readability (https://vault.cs50.io/2020/fall/solutions/readability)
    - Caesar (https://vault.cs50.io/2020/fall/solutions/caesar)
    - Substitution (https://vault.cs50.io/2020/fall/solutions/substitution)
- Problem Set 3
    - Plurality (https://vault.cs50.io/2020/fall/solutions/plurality)
    - Runoff (https://vault.cs50.io/2020/fall/solutions/runoff)
    - Tideman (https://vault.cs50.io/2020/fall/solutions/tideman)
- Problem Set 4
    - Filter (Less) (https://vault.cs50.io/2020/fall/solutions/filter/less)
    - Filter (More) (https://vault.cs50.io/2020/fall/solutions/filter/more)
    - Recover (https://vault.cs50.io/2020/fall/solutions/recover)
- Problem Set 5
    - Speller (https://vault.cs50.io/2020/fall/solutions/speller)
- Problem Set 6
    - Sentimental (Hello) (https://vault.cs50.io/2020/fall/solutions/sentimental/hello)
    - Sentimental (Mario Less) (https://vault.cs50.io/2020/fall/solutions/sentimental/mario/less)

- Sentimental (Mario More) (https://vault.cs50.io/2020/fall/solutions/sentimental/mario/more)
- Sentimental (Cash) (https://vault.cs50.io/2020/fall/solutions/sentimental/cash)
- Sentimental (Credit) (https://vault.cs50.io/2020/fall/solutions/sentimental/credit)
- Sentimental (Readability) (https://vault.cs50.io/2020/fall/solutions/sentimental/readability)
- DNA (https://vault.cs50.io/2020/fall/solutions/dna)
- Problem Set 7
  - Movies (https://vault.cs50.io/2020/fall/solutions/movies)
  - Fiftyville (https://vault.cs50.io/2020/fall/solutions/fiftyville)
- Problem Set 9
  - Finance (https://vault.cs50.io/2020/fall/solutions/finance)

- Sentimental (Mario More) (https://vault.cs50.io/2020/fall/solutions/sentimental/mario/more)
- Sentimental (Cash) (https://vault.cs50.io/2020/fall/solutions/sentimental/cash)
- Sentimental (Credit) (https://vault.cs50.io/2020/fall/solutions/sentimental/credit)
- Sentimental (Readability) (https://vault.cs50.io/2020/fall/solutions/sentimental/readability)
- DNA (https://vault.cs50.io/2020/fall/solutions/dna)