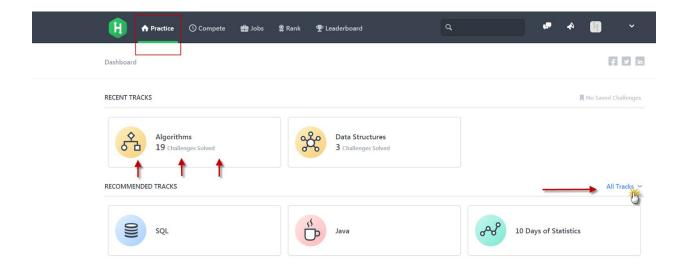
How to get started in Hackerrank

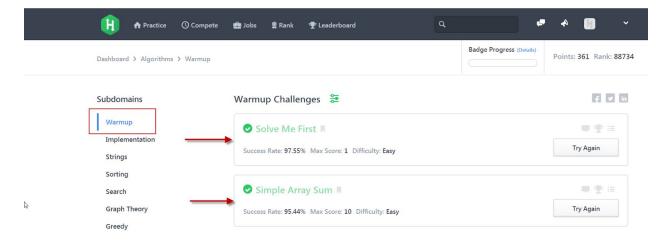
www.hackerrank.com

You will need a login for this site. Once you're logged in, you'll want to navigate to the Algorithms track.

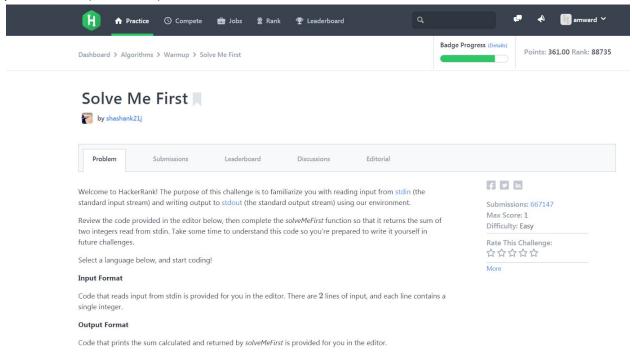
You want to be on the Practice page of Hackerrank, which you should see at the top. If you've been to the Algorithms page recently, it will be under your Recent Tracks. If not you can change the Recommended Tracks to All Tracks, and select it that way.



From the Algorithms page, make sure you're on the warmup section. Either of the first two problems will work for helping you get acquainted with Hackerrank. For the purpose of this tutorial, I'll select the first one.



The problem will open up, and most of the information will be self-explanatory. You can view the problem description, your previous submissions, the leaderboard for the problem, discussions about the problem, and (sometimes) Editorial.

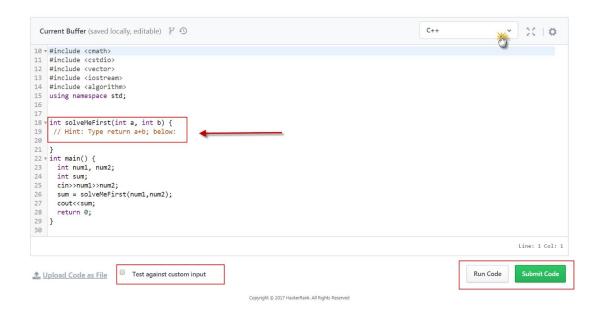


The bottom half of the screen is where you'll actually code. There are some useful things to know here.

There is a drop down at the top right of the editing box, where you can select your language. You should check this first to make sure you're on the right language before beginning.

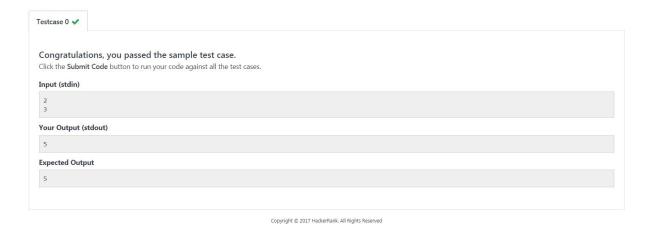
On the bottom left is a check box where you can choose to test the code against custom input. This is particularly useful if there is an edge case you think the supplied input might not consider.

Bottom right has two buttons, Run Code and Submit Code. Run Code will test your code against the given input, or your custom input if you've selected that. Once you hit Submit Code, your solution will be tested against more inputs than are originally given in the example above. You will not be considered to have "solved" the problem until you submit the code.



This particular example tells you what the answer is, as its purpose is just for understanding Hackerrank. In whichever language you've selected, add the return a+b statement, and then select Run Code.

You will see your results at the bottom. If you've passed your test cases go ahead and Submit Code.



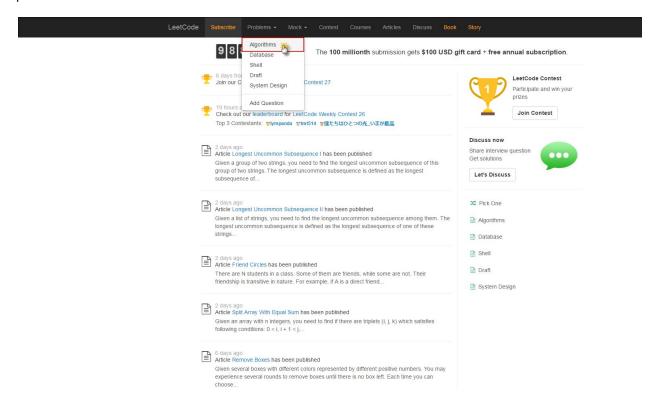
Once you've submitted you'll see the following message.



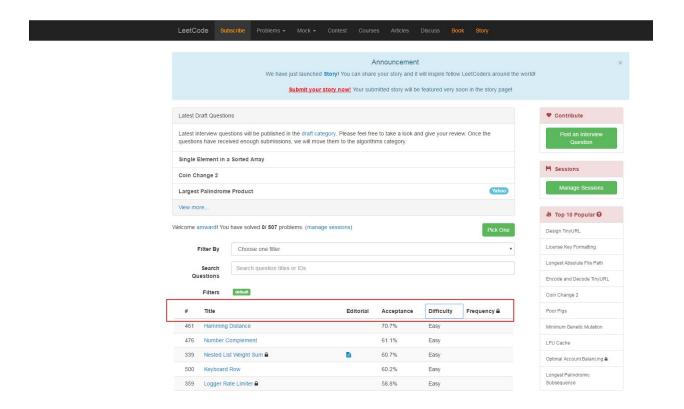
How to get started in LeetCode

www.leetcode.com

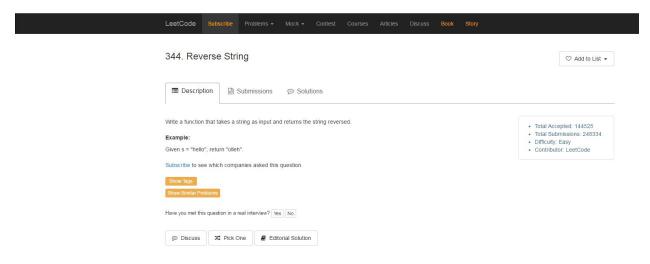
You will need a login to submit solutions on LeetCode. Once you've logged in, navigate to the Algorithms problems.



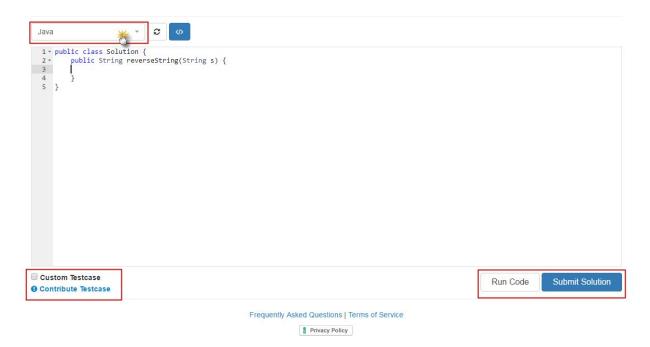
Sort the problems to show Easy at the top and select the reverse string problem(#344).



LeetCode doesn't have a problem like Hackerrank that is just for understanding how to use the site. I selected one that is relatively simple, and you should be able to solve it if you want to.

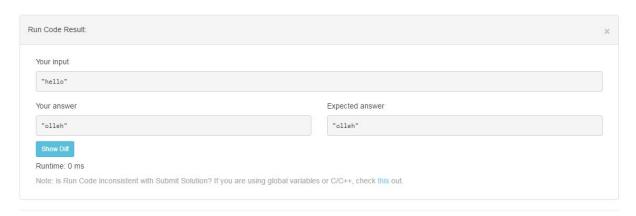


LeetCode has a very similar layout to Hackerrank. Make sure you've selected the language you want to work in. The option to use a Custom Testcase is in the same place, as are the Run Code and Submit Solution buttons.



Once you solve the solution, choose Run Code, and then once that is accepted choose Submit Solution.

Run Code Status: Finished



Once you successfully meet all of their test cases you should see the following.

