



Shahjalal University of Science and Technology, Sylhet

Department of Computer Science & Engineering

Project 150 Syllabus

Level Zero:

| STL | |
|-----|---|
| | string, vector, pair, stack, queue, priority_queue, sort |
| | Structure sort, reverse, set, map, iterator, next_permutation |

| Number Theory/Math | |
|--------------------|--|
| | Prime Generation, Sieve and How to Optimize |
| | Bitwise Sieve |
| | Modular Arithmetic (+ - *) |
| | Modular Inverse (/) |
| | Big Mod ($a^b \% p$) |
| | Prime Factorization, Number of Divisor, Sum of Divisor |

| Graph | |
|-------|--|
| | Graph Representations (Adjacency Matrix and Adjacency List) |
| | Breadth First Search BFS, Depth First Search DFS |
| | Bicoloring, Articulation Point, Bridge, SCC, Topological Sorting |
| | Strongly Connected Components SCC |
| | Dijkstra and variations |
| | Bellman Ford and variations |
| | Floyd Warshall and variations |
| | Kth Shortest Path |
| | Minimum Spanning Tree (Prim's and Kruskal) |

| Dynamic Programming | |
|---------------------|--|
| | Coin change, Edit Distance and all basic DP |
| | Longest Common Subsequence LCS, LIS, LIS/LCS($n \log n$) |

| For Grade C-/C/C+ | |
|-------------------|--|
| ➤ | 250+ in Uva Easy, Math, Geometry , Basic DS/ALGO, Simulation and others |
| ➤ | 50 offline Codeforces Contest(Div 2) and solve A,B,C and try rest |
| ➤ | Participate on 10+ Rating contest on codeforces and other judges (try to solve all offline) |
| ➤ | Solve 150+ problems(Different categories) in LightOJ and SPOJ |
| ➤ | Complete USACO first two level. |
| ➤ | Participate on 10+ onsite contest in SUST and solve all the problems after contest. |
| ➤ | Participate on all marathon contest and solve all the problems set by SUST |



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Level One:

| Number Theory/Math |
|--|
| Extended Euclid, Euler Phi and inverse phi, Factorizing $n!$, etc |
| Basic combinatorics, Probability and Game theory |

| Graph |
|---|
| Maximum Flow (Ford Fulkerson, Dinic and all variations) |
| Maximum Bipartite Matching and Variations , Weighted Bipartite Matching |
| Maximum Independent Set, Graph Coloring |
| Vertex Cover, Edge cover and Stable Marriage Problem |

| Greedy |
|---|
| Maximum Sum 1D in $O(n)$, 2D in $O(n^3)$, Maximum Rectangle $O(n^2)$, Task Scheduling, Haffman |

| Geometry |
|---------------------------------------|
| Basic Geometry, Convex hull |
| Computational Geometry, pick's thorem |

| Dynamic Programming |
|---|
| Matrix Chain Multiplication, Bitmask DP, Traveling salesman problem, Modular DP(DP with MOD value as a state) |
| Tree Dp and variations, All Divide and Conquer approach technique |

| Data Structure |
|--|
| Trie, heap, BST and variations, Union Find |
| Binary Indexed Tree and Applications, Segment tree, segment tree with lazy propagation |
| Least Common Ancestor, Range Minimum Query |

| For Grade B-/B/B+ |
|---|
| <ul style="list-style-type: none"> ➤ 500+ in Uva (Medium), Advance Math, Geometry, DS/ALGO, Simulation and obervation problems ➤ 100 offline Codeforces Contest(Div 1) and solve A,B,C and try rest ➤ Participate on 20+ Rating contest on codeforces and other judges (try to solve all offline) ➤ Solve 250+ problems(Different categories) in LightOJ and SPOJ ➤ Solve 30+ Geometry problems from LightOJ and SPOJ ➤ Solve 100+ DP problems from LightOJ and Topcoder Div 1(250 and 500) ➤ Complete USACO first four level. ➤ Participate on 20+ Topcoder, CodeChef, Haker Rank, CSAcademy Contest ➤ Participate on 20+ onsite contest in SUST and solve all the problems after contest. ➤ Participate on all marathon contest and solve all the problems set by SUST |



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Level Two:

| Game Theory |
|--|
| Nim, Grundy Number and Dp Formulation, etc, Alpha Beta Pruning Minimax* |
| Hackenbush*, Minimum Weighted Bipartite Matching/Kuhn-Munacres/Hungarian/Chinese Postman |

| String Algorithm |
|---|
| KMP Matcher, Suffix Array Construction* |
| Longest Common Substring, Aho Chorasac Algorithm, Manacher's Algo |

| Number Theory/Math |
|---|
| Shanks Algorithm, Dilworth's theorem*, Burnside Lemma |
| Finding Real roots of an n degree Equation, Wilson's Theorem*, Lucas Theorem* |

| Data Structure |
|---------------------------------------|
| Trip, Splay Tree, FFT, HLD and others |

| Geometry |
|---|
| Point inside Convex Polygon ($\log(n)$), Number of Lattice Points inside a polygon |
| Binary Search, Ternary Search, Segment Segment Intersection, Area Of A Concave Polygon |
| Point Inside A Polygon (Convex and Concave), Minimum Circle Covering all Points |
| Union of rectangle (How to cluster, how to make it in $n \log n$, bently), Closet pair |

| Advance Dynamic Programming -> All LightOJ, SPOJ and Topcoder Div 1 DP Problems |
|---|
|---|

| Miscellaneous |
|---|
| Meet In the Middle Approach, Konigs and Matrix Tree Theorem, Joseph Problem(both $O(n^2)$ and $O(n)$), Biginteger |
| Tower of Hanoi, Variations, Permutation and combination, N-Queen Problem, Finding Determinant of a Matrix |
| Traveling Salesman Problem (Backtracking with pruning), Finding kth number from a sequence of unsorted numbers in $\log(n)$ |
| Transforming Hexagonal grid, Triangular grid to 3d coordinate system |
| Solving Linear Recurrence with Matrix Exponentiation, |

| For Grade A-/A/A+ |
|---|
| ➤ 1000+ in Uva (Hard), Advance Math, Geometry, DS/ALGO, Simulation and objervation problems |
| ➤ 200 offline Codeforces Contest(Div 1) and solve D, E, F and solve all |
| ➤ Participate on All Rating contest on codeforces and other judges (try to solve all offline) During the full semester |
| ➤ Solve 450+ problems(Different categories Medium/Hard prolems) in SPOJ |
| ➤ Complete USACO training program all level. |
| ➤ Participate on 50+ Topcoder, CodeChef, Haker Rank, CSAcademy Contest |
| ➤ Participate on All onsite contest in SUST and solve all the problems after contest. |



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- Participate on all marathon contest and solve all the problems set by SUST

For Better People ;)

Graph

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|--|
| Minimum Spanning Tree (For Directed Graphs) |
| Euler Path (Construction and optimization) |
| Gomory-Hu Tree |
| Largest Clique |
| IDA* Search Problem, 15 Puzzle |
| Group Theory |
| Hamiltonian Cycle |
| Min Weight Cycles in Graph |
| Stoer Wagner (Finding the minimum cut of a graph) |
| Planar Graph Detection |
| Havel-Hakimi Algorithm (Construct graph given degree of nodes) |
| Maximum Matching(Blossom Shrinking) |
| Max cost-max flow(min cost flow for negative cycle) |

Geometry

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|--|
| Convex Hull 3D |
| Line Sweeping/Angle Sweep |
| Fitting a Rectangle inside Another |
| Polygon Intersection |
| Area of a 3d Polygon |
| Polygon Clipping* |
| Rotating Calipers* |
| Triangulation |
| Optimal BST |
| KD tree, Link-cut tree, Interval Tree, Quad tree |

For Competative Programming Contest

- 500 offline Codeforces Contest(Div 1) and solve D, E, F and solve all and keep coding....
- Participate on All **Rating** contest on codeforces and other judges (try to solve all offline) During the full semester
- Solve 550+ problems(Different categories Hard problems) in SPOJ
- Participate on ALL Topcoder, CodeChef, Hacker Rank, CSAcademy Contest

N.B: