



Coder's Club Chapter #01 Resource

By [Precizne](#), 15 January 2024 17:43

Videos

<https://www.youtube.com/watch?v=KOzByAdxVZ8>

Links in the Description provide further details

Reference Books and Materials

[CP 1 - Guide to Competitive Programming.pdf](#)

- <https://codeforces.com/blog/entry/91363>
- <https://usaco.guide/gold/divisibility>
- <https://usaco.guide/gold/modular>
- <https://usaco.guide/gold/combo>

Ad-Hoc Maths

- Observe patterns, convergence, monotonicity, repetitions etc
- Try to formulate closed form equations or draw comparisons
- Observe constraints and ranges

Number Theory

- Primes and Properties
 - <https://www.geeksforgeeks.org/prime-numbers/>
- Sieve of Eratosthenes
 - <https://www.geeksforgeeks.org/sieve-of-eratosthenes/>
- Primality Testing
 - <https://www.geeksforgeeks.org/introduction-to-primality-test-and-school-method/>
 - <https://www.geeksforgeeks.org/lucas-primality-test/>
 - <https://www.geeksforgeeks.org/fermat-method-of-primality-test/>
 - <https://codeforces.com/blog/entry/79941>
- Factorization and SPF
 - <https://www.geeksforgeeks.org/prime-factorization-using-sieve-olog-n-multiple-queries/>
- Euclidean, Extended Euclidean and GCD
 - <https://www.geeksforgeeks.org/euclidean-algorithms-basic-and-extended/>
 - <https://www.geeksforgeeks.org/mathematical-algorithms/mathematical-algorithms-gcd-lcm/>
- Modular Arithmetic
 - <https://www.geeksforgeeks.org/modular-arithmetic/>
- Euler's Theorem (Totient Function)

- <https://www.geeksforgeeks.org/eulers-totient-function/>
- Linear Diophantine Equations
 - <https://www.geeksforgeeks.org/linear-diophantine-equations/>
- Chinese Remainder Theorem
 - <https://www.geeksforgeeks.org/introduction-to-chinese-remainder-theorem/>
- Mobius Inversion
 - <https://www.geeksforgeeks.org/introduction-to-mobius-inversion/>
 - <https://codeforces.com/blog/entry/53925>
- Other
 - <https://www.geeksforgeeks.org/program-for-nth-fibonacci-number/>

Combinatorics

- Permutations and Combinations
 - <https://www.geeksforgeeks.org/permutations-and-combinations/>
 - <https://www.geeksforgeeks.org/program-for-factorial-of-a-number/https://www.geeksforgeeks.org/introduction-and-dynamic-programming-solution-to-compute-ncrp/>
- Binomial Coefficients
 - <https://www.geeksforgeeks.org/binomial-coefficient-dp-9/>
- Catalan Numbers
 - <https://www.geeksforgeeks.org/program-nth-catalan-number/>
- Set Theory
 - <https://www.geeksforgeeks.org/set-theory/>
- Derangements

- <https://www.geeksforgeeks.org/count-derangements-permutation-such-that-no-element-appears-in-its-original-position/>
- <https://www.geeksforgeeks.org/largest-derangement-sequence/>
- <https://codeforces.com/blog/entry/66176>
- Burnside Lemma and Polya's Enumeration Theorem

[chap1dm.pdf](#)

- <https://www.geeksforgeeks.org/orbit-counting-theorem-or-burnsides-lemma/>
- <https://codeforces.com/blog/entry/51272>
- <https://codeforces.com/blog/entry/64860>

Questions

- Math
 - <https://codeforces.com/problemset/problem/1633/C>
 - <https://codeforces.com/problemset/problem/1792/B>
 - <https://codeforces.com/problemset/problem/1497/C1>
 - <https://codeforces.com/problemset/problem/1526/B>
 - <https://codeforces.com/problemset/problem/1688/D>
 - <https://codeforces.com/contest/1916/problem/D>
- Number Theory
 - <https://codeforces.com/problemset/problem/1826/B>
 - <https://codeforces.com/problemset/problem/1736/B>
 - <https://codeforces.com/problemset/problem/1541/B>

- <https://codeforces.com/problemset/problem/1838/C>
- <https://codeforces.com/problemset/problem/1766/D>
- <https://codeforces.com/problemset/problem/1537/D>
- Combinatorics
 - <https://codeforces.com/problemset/problem/1828/C>
 - <https://codeforces.com/problemset/problem/1272/C>
 - <https://codeforces.com/problemset/problem/1514/B>
 - <https://codeforces.com/problemset/problem/1648/A>
 - <https://codeforces.com/problemset/problem/1795/D>
 - <https://codeforces.com/problemset/problem/1699/C>

Note:

- A lot of algorithms above like sieve, factorial, nCr etc are required to be pre-computed only once per program and NOT for every test case
- The provided Dynamic Programming implementations are meant for observation. The underlying logic and theory will be covered in dedicated DP sessions.
- Some theories are for observation, helping you understand patterns and mathematical behaviors to solve ad-hoc problems.
- They can also be useful to write closed-form $O(1)$ equations for a given algorithm
- Material has contents ranging from simple to medium difficulty, kindly give everything a try
- Kindly fill out this form as feedback to improve upcoming materials
<https://forms.gle/C687bxpb6odYd6R48>