Recursos por tema

O todo lo que querías saber pero no te atrevías a preguntar (o no sabías donde buscar) sobre la programación competitiva.

Sitios web

- http://e-maxx-eng.appspot.com/
- https://www.topcoder.com/community/data-science/data-science-tutorials/
- https://discuss.codechef.com/questions/48877/data-structures-and-algorithms
- https://www.hackerearth.com/practice/
- https://algo.is/
- https://www.geeksforgeeks.org/how-to-prepare-for-acm-icpc/

Videos

- https://www.youtube.com/channel/UC0RhatS1pyxInC00YKjjBqQ
- https://www.edx.org/course/how-to-win-coding-competitions-secrets-of-champions
- https://www.youtube.com/channel/UCyZtjmvybLLIk2KZgLJL6ZA
- https://www.youtube.com/channel/UCRPMAqdtSgd0Ipeef7iFsKw
- https://www.youtube.com/channel/UCZLJf_R2sWyUtXSKiKlyvAw

Libros

- http://www.comp.nus.edu.sg/~stevenha/myteaching/competitive_programming/cp1.pdf
- https://cses.fi/book.pdf
- https://omegaup.com/img/libropre3.pdf
- http://comscigate.com/Books/contests/icpc.pdf
- http://ressources.unisciel.fr/algoprog/s00aaroot/aa00module1/res/%5BCormen-AL2011%5DIntroduction_To_Algorithms-A3.pdf

Jueces

- http://codeforces.com/
- https://www.codechef.com/
- https://uva.onlinejudge.org/
- https://icpcarchive.ecs.baylor.edu/
- https://open.kattis.com/
- https://www.urionlinejudge.com.br
- http://omegaup.com/
- http://matcomgrader.com/

Introducción

- https://www.hackerearth.com/practice/basic-programming/input-output/basics-of-input-output/tutorial/
  (Todas la secciones)
- https://algo.is/aflv16/aflv_02_data_structures.pdf
- Consulta: http://www.cplusplus.com/

Estructuras de Datos

- https://algo.is/aflv16/aflv_03_data_structures.pdf
- https://www.hackerearth.com/practice/notes/segment-tree-and-lazy-propagation/
- https://www.topcoder.com/community/data-science/data-science-tutorials/binary-indexed-trees/
- https://www.hackerearth.com/practice/notes/sparse-table/

Búsquedas

- https://algo.is/aflv16/aflv_04_problem_solving_paradigms.pdf
- https://www.hackerearth.com/practice/algorithms/searching/linear-search/tutorial/

Greedy

- https://www.hackerearth.com/practice/algorithms/greedy/basics-of-greedy-algorithms/tutorial/
- https://algo.is/wp-content/uploads/2015/01/aflv_05_greedy_algorithms.pdf

Programación dinámica

- https://algo.is/aflv16/aflv_06_dynamic_programming.pdf
- https://www.hackerearth.com/practice/algorithms/dynamic-programming/introduction-to-dynamic-programming-1/tutorial/

Gráficas

- https://www.hackerearth.com/practice/algorithms/graphs/graph-representation/tutorial/
- https://algo.is/aflv16/aflv_07_graphs_1.pdf + https://algo.is/aflv16/aflv_08_graphs_2.pdf + http://web.stanford.edu/class/cs97si/08-network-flow-problems.pdf

Matemáticas

- https://algo.is/aflv16/aflv_10_mathematics.pdf
- https://www.hackerearth.com/practice/math/combinatorics/basics-of-combinatorics/tutorial/
- http://web.stanford.edu/class/cs97si/02-mathematics.pdf
- http://web.stanford.edu/class/cs97si/05-combinatorial-games.pdf

Geometría

- https://algo.is/aflv16/aflv_12_geometry.pdf
- http://web.stanford.edu/class/cs97si/09-computational-geometry.pdf
- http://www.dcc.fc.up.pt/~pribeiro/estagio2008/usaco/3_4_Computational_Geometry.htm

Strings

- https://algo.is/aflv16/aflv_11_strings.pdf
- https://www.hackerearth.com/practice/algorithms/string-algorithm/basics-of-string-manipulation/tutorial/

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  https://www.hackerearth.com/practice/data-structures/advanced-data-structures/trie-keyword-tree/tutorial/

Más recursos

- http://codeforces.com/blog/entry/23054#books
- https://www.tutorialspoint.com/java/math/java_math_biginteger.htm