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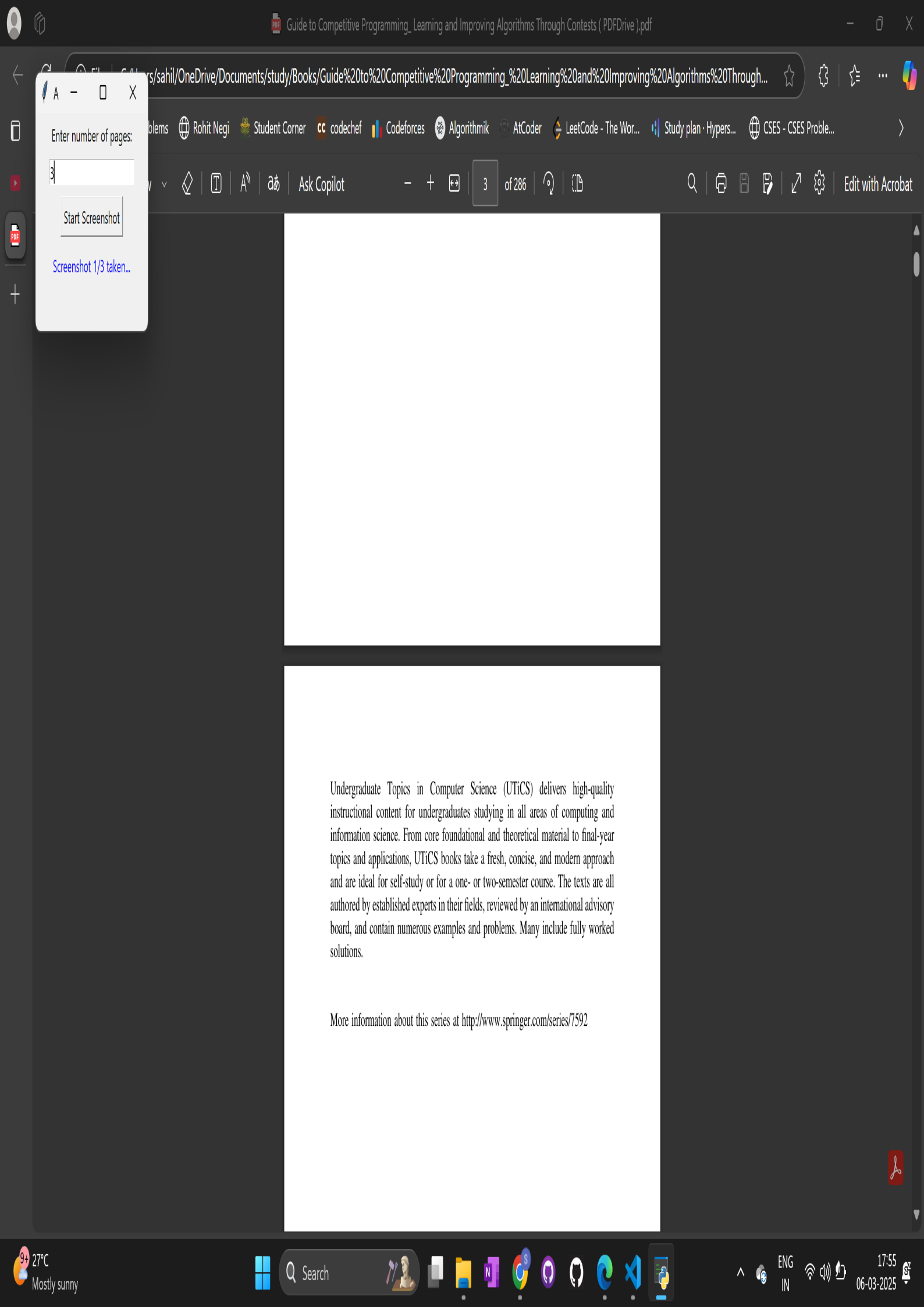
Undergraduate Topics in Computer Science

Antti Laaksonen

Guide to Competitive Programming

Learning and Improving Algorithms
Through Contests





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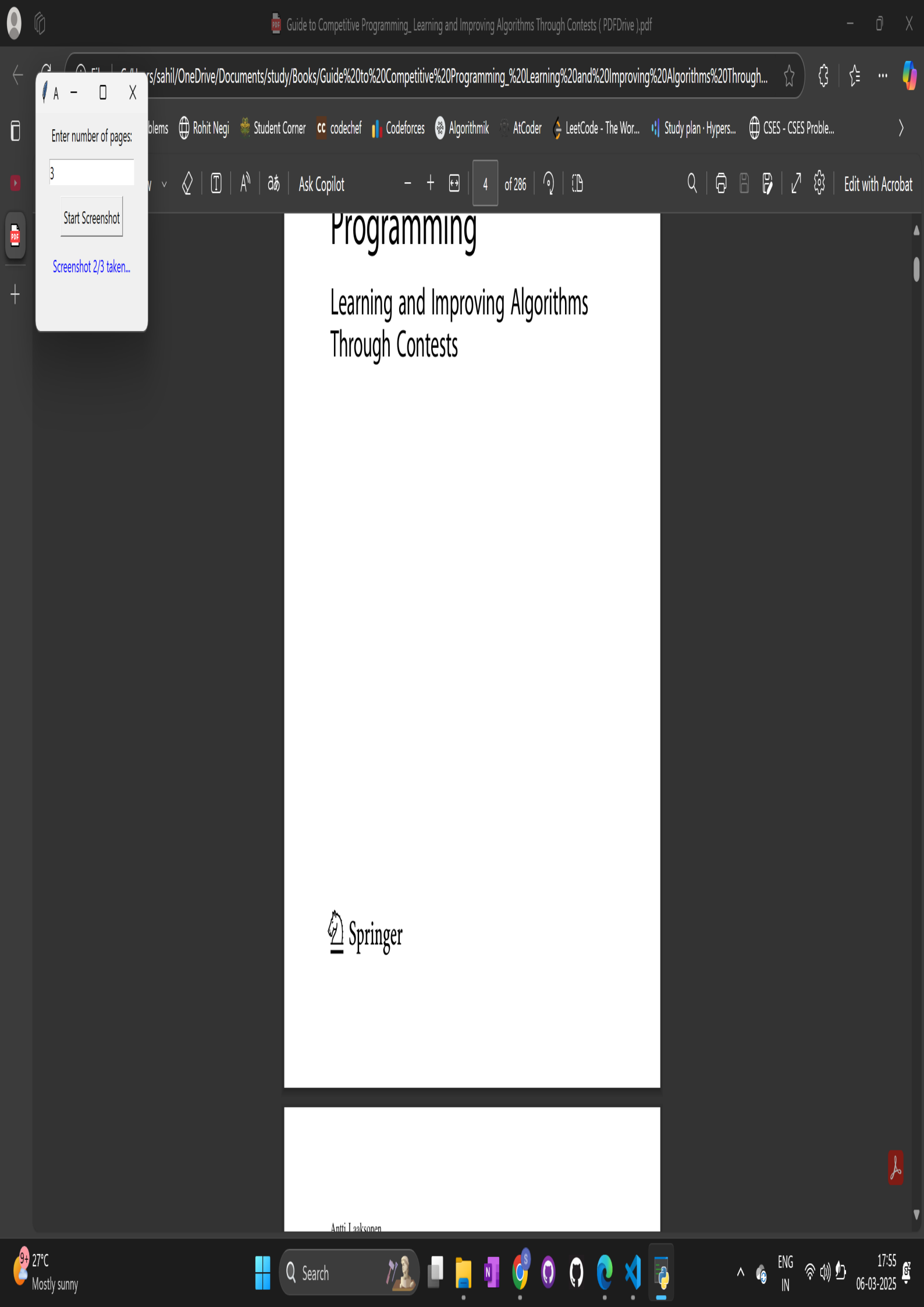
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