A Complete Guideline to Competitive Programming

Basic and STL

- 1. Auto
- 2. Pair
- 3. Tuple
- 4. Struct
- 5. Pointers
- 6. String
- 7. Multidimensional array
- 8. Vector
- 9. List
- 10. Stack
- 11. Queue
- 12. Deque
- 13. Priority Queue
- 14. Set
- 15. Unordered set
- 16. Multiset
- 17. Map
- 18. Unordered map
- 19. Stringstream

Number Theory

- 1. Primes and Sieve
- 2. Factorization
- 3. GCD and LCM
- 4. Divisibility
- 5. Number of divisors
- 6. Co-primes
- 7. Euler Totient Function
- 8. Trick with subarray gcd
- 9. Segmented Sieve
- 10. Extended Euclid, Linear Diophantine
- 11. Inclusion Exclusion
- 12. Interactive problem
- 13. Bigmod
- 14. Modular inverse

15. Fermat's little theorem

Math

- 1. Basic Math
- 2. Matrix Exponential
- 3. Expected value
- 4. Probability

Data Structure

- 1. Segment tree
- 2. Segment tree lazy
- 3. Binary index tree
- 4. Order statistics tree
- 5. Number of inversions
- 6. Sparse table
- 7. LCA and Binary lifting
- 8. Sqrt Decomposition
- 9. MO'S algorithm

Graph Theory

- 1. Undirected or Directed graph
- 2. Adjacency matrix and lists
- 3. DFS and BFS
- 4. Directed array
- 5. Graph coloring
- 6. Connected components
- 7. Trees
- 8. DFS tree
- 9. Diameter of a tree
- 10. DSU (with or without rollback)
- 11. Dijkstra
- 12. Floyd warshall
- 13. DSU small to large technique
- 14. MST
- 15. SCC, Articulation Points and Bridges

DP

- 1. Recursions
- 2. 0/1 knapsack
- 3. Longest common subsequence
- 4. LIS
- 5. DP with output tracking
- 6. Knapsack using bitsets
- 7. Kadane's Algorithm
- 8. SubString DP
- Iterative DP and Memory Optimization
- 10. Queries on tree (Euler tour technique)
- 11. DP with tree
- 12. Bitmask DP
- 13. SOS DP
- 14. Digit DP

Strings

- 1. KMP
- 2. Prefix Automation
- 3. Z Algorithm
- 4. String Hashing
- 5. GP Hash table
- 6. Trie
- 7. Aho carsick
- 8. Trie XOR max/min
- 9. Suffix Array

Miscelleneous

- 1. Ternary Search
- 2. Co-ordinate compression
- 3. Pigeonhole Principle
- 4. Greedy
- 5. Activity selected problem
- 6. Tow pointer
- 7. Sliding window
- 8. All nearest smaller elements
- 9. Monotonous queue
- 10. Game theory
- 11. Grundy Numbers
- 12. Constructive algorithm
- 13. Difference array
- 14. Backtracking
- 15. Meet in the middle

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