

Welcome to CPG!

UQ Computing Society

April 4, 2023

What is the Competitive Programming Group (CPG)?

- ▶ Our aim is to get practice with programming questions (Leetcode style) for programming competitions throughout the year, such as
 - ▶ UQCS CodeJam
 - ▶ Advent of Code
 - ▶ ANZAC competitions
 - ▶ International Collegiate Programming Contest (ICPC)
- ▶ We'll be meeting on a weekly basis to discuss and work through challenging and interesting programming problems, gaining some valuable experience for technical interviews along the way!

What's Different This Year

- ▶ Last year we presented material every week and held mini-competitions
- ▶ This year we'll be trying something different - no material, we'll just bring along a couple of interesting problems every week to work on!
- ▶ Feel free to work on anything you'd like - the idea is for this to be a time every week to get some practice and/or help with programming questions, and to discuss them with other people.
- ▶ We want to focus on joining some ANZAC competitions this year, so we'll announce when those are coming up as well
 - ▶ Note that these are group competitions, unlike UQCS CodeJam

Resources

- ▶ First point of reference -
<https://github.com/UQComputingSociety/cpg>
 - ▶ Archive of past CPG years
 - ▶ Collection of useful resources and sources of programming problems
- ▶ For ANZAC and other competitions, see
<https://www.facebook.com/groups/SPPContest/> on Facebook

This Week...

- ▶ We'll mainly be going over questions from UQCS CodeJam 2023: <https://www.hackerrank.com/uqcs-codejam-2023>
 - ▶ You can still view and attempt these questions
 - ▶ The committee will be posting our solutions to these questions soon (TM)
- ▶ If you'd like to work on other more traditional problems, these are the main resources we'll be pulling from:
 - ▶ <https://usaco.guide/>
 - ▶ <https://cses.fi/problemset/>
- ▶ Final things:
 - ▶ Work together! No such thing as academic misconduct here.
 - ▶ There are whiteboards in this room - you can use them for rough working out.