

# CS487-INTRODUCTION TO COMPETITIVE PROGRAMMING: A2SV

Lecture #2: Importance of algorithms + Types, Loops, Functions

# WHAT'S AN ALGORITHM

- In general;  
step-by-step procedure  
for solving a problem
- In CS; well-defined  
computational procedure  
that takes a set of  
values as input and  
produces another set of  
values as output

# ALGORITHM EXAMPLES

- Fibonacci  $f(n) = f(n-1) + f(n-2)$

$$f(1) = f(2) = 1$$

- Summation
- Sorting
- Shortest path
- Compression

# C++ TYPES

Type	Size (in bytes)	Range
char	1	-127 to 127 or 0 to 255
unsigned char	1	0 to 255
int	4	-2147483648 to 2147483647
unsigned int	4	0 to 4294967295
short int	2	-32768 to 32767
unsigned short int	2	0 to 65,535
long int	4	-2147483648 to 2147483647
unsigned long int	4	0 to 4294967295
float	4	+/- 3.4e +/- 38 (~7 digits)
double	8	+/- 1.7e +/- 308 (~15 digits)

- Depends on your environment
- Check on your computer

# PROBLEM SOLVING

SUM 2 BIG NUMBERS

Calculate  $a+b$  for

$-10^{1000000} \leq a, b \leq 10^{1000000}$

# PROBLEM SOLVING

MULTIPLY 2 BIG NUMBERS

Calculate  $a*b$  for

$-10^{1000000} \leq a, b \leq$   
 $10^{1000000}$

# ENVIRONMENT PRACTICE -CODEFORCES

- [Watermelon](#)
- [Theatre Square](#)

# ENVIRONMENT PRACTICE -LEETCODE

- [Two sum](#)
- [Add two numbers](#)
- [Reverse integer](#)



# QUOTE OF THE DAY

*“Live as if you were to die tomorrow. Learn as if you were to live forever.” - Mahatma Gandhi*