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# Competitive Programming...

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# Why Competitive Programming?

A successful competitive programmer has to be able to implement programs that do not have bugs. This is a valuable skill in software engineering, and it is not a coincidence that IT companies are interested in people who have background in competitive programming.





# 1. Programming Techniques

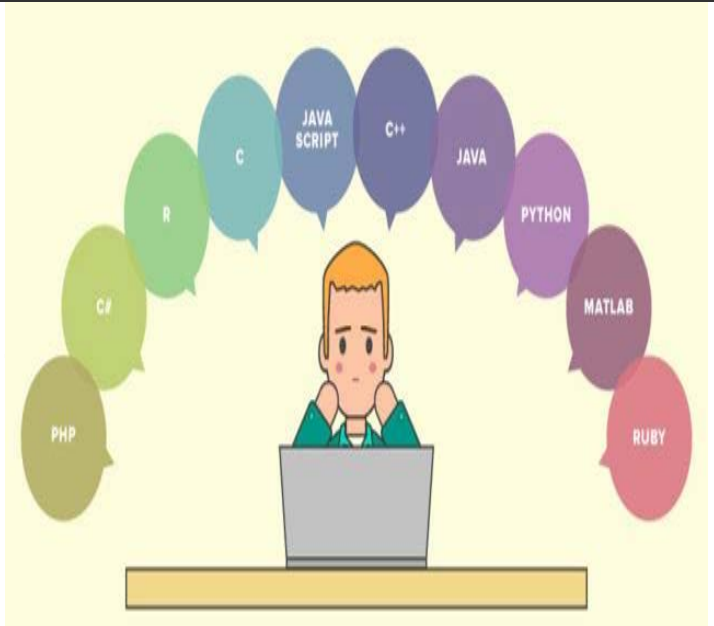
- Time Complexity
- Language Features
- Designing Algorithms

# Language doesn't matter!!

## Use any language of your choice


1. C++
2. Java
3. Python
4. C

Make sure you are well versed with the syntax or just google it.



# Problems faced during competitive

1. Taking I/O
2. Wrong Answer
3. Time Limit Exceeded
4. Accepted

Contest status								
#	When	Who	Problem	Lang	Verdict	Time	Memory	
<a href="#">60165652</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	tyagiharsh	<a href="#">1214C - Bad Sequence</a>	GNU C++14	Wrong answer on test 7	31 ms	0 KB	
<a href="#">60165651</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>kumys</b>	<a href="#">1101E - Polycarp's New Job</a>	GNU C++11	Time limit exceeded on test 7	3000 ms	0 KB	
<a href="#">60165650</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	AnandprakashDK	<a href="#">510A - Fox And Snake</a>	GNU C++17	Runtime error on test 20	30 ms	0 KB	
<a href="#">60165649</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	JustToSuffer	<a href="#">705A - Hulk</a>	MS C++ 2017	Compilation error	0 ms	0 KB	
<a href="#">60165648</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>sirjan13</b> <sup>00:36</sup>	<a href="#">1217C - The Number Of Good Substrings</a>	GNU C++14	<b>Accepted</b>	31 ms	2100 KB	
<a href="#">60165647</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>landcold7</b>	<a href="#">650A - Watchmen</a>	GNU C++17	Wrong answer on test 28 	452 ms	17200 KB	
<a href="#">60165645</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>ahmed_drawy</b>	<a href="#">1217B - Zmei Gorynich</a>	GNU C++14	Time limit exceeded on test 2	1000 ms	0 KB	
<a href="#">60165644</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	trivediatharva	<a href="#">1217B - Zmei Gorynich</a>	GNU C++14	Wrong answer on test 2	31 ms	100 KB	
<a href="#">60165643</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	ak7353	<a href="#">124A - The number of positions</a>	GNU C++14	<b>Accepted</b>	62 ms	0 KB	
<a href="#">60165642</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>ouuan</b>	<a href="#">1200F - Graph Traveler</a>	GNU C++11	<b>Accepted</b>	155 ms	202400 KB	
<a href="#">60165641</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	luogu_bot4	<a href="#">114A - Cifera</a>	GNU C++11	Wrong answer on test 3	60 ms	0 KB	
<a href="#">60165640</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>wangtao971115</b>	<a href="#">1202C - You Are Given a WASD-string...</a>	GNU C++14	Wrong answer on test 2	15 ms	4900 KB	
<a href="#">60165639</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	<b>srashtivj</b>	<a href="#">659E - New Reform</a>	GNU C++17	<b>Accepted</b>	280 ms	5600 KB	
<a href="#">60165638</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	vjudge4	<a href="#">707A - Brain's Photos</a>	MS C++	<b>Accepted</b>	31 ms	0 KB	
<a href="#">60165637</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	Cam4phor	<a href="#">1217B - Zmei Gorynich</a>	GNU C++14	Wrong answer on test 2	15 ms	0 KB	
<a href="#">60165636</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	vjudge2	<a href="#">609F - Frogs and mosquitoes</a>	GNU C++11	<b>Accepted</b>	1372 ms	15600 KB	
<a href="#">60165635</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	Ankit_mangar	<a href="#">1217A - Creating a Character</a>	MS C++ 2017	Compilation error	0 ms	0 KB	
<a href="#">60165634</a>	Sep/06/2019 16:18 <sup>UTC+5.5</sup>	danh07808	<a href="#">1213D1 - Equalizing by Division (easy version)</a>	PyPy 3	Wrong answer on test 8	124 ms	1500 KB	
<a href="#">60165632</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	supermiron	<a href="#">1154A - Restoring Three Numbers</a>	Python 3	<b>Accepted</b>	109 ms	0 KB	
<a href="#">60165631</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	<b>sengupta</b> <sup>00:42</sup>	<a href="#">1217A - Creating a Character</a>	GNU C++17	<b>Accepted</b>	15 ms	0 KB	
<a href="#">60165630</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	vjudge2	<a href="#">370A - Rook, Bishop and King</a>	GNU C++14	<b>Accepted</b>	31 ms	0 KB	
<a href="#">60165629</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	<b>hq8398</b>	<a href="#">1217A - Creating a Character</a>	GNU C++11	Wrong answer on test 3	15 ms	0 KB	
<a href="#">60165628</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	<b>tavhid0321</b>	<a href="#">1183A - Nearest Interesting Number</a>	GNU C++17	<b>Accepted</b>	46 ms	0 KB	
<a href="#">60165627</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	<b>daniel071292</b>	<a href="#">1217B - Zmei Gorynich</a>	GNU C++11	Wrong answer on test 1	15 ms	2400 KB	
<a href="#">60165626</a>	Sep/06/2019 16:17 <sup>UTC+5.5</sup>	<b>dqy_</b>	<a href="#">1214D - Treasure Island</a>	GNU C++17	Runtime error on test 16	124 ms	204700 KB	

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# SORRY, TIME LIMIT EXCEEDED!!



REASON -

Your code is not efficient enough for the given problem

SOLUTION -

Make your code Efficient enough for the given problem.

**BUT HOW ??!!!**

# - Time Complexity

The time complexity of an algorithm estimates how much time the algorithm will use for a given input. By calculating the time complexity, we can often find out whether the algorithm is fast enough for solving a problem—without implementing it.

We will be concentrating on  $O(\text{Big-oh})$  time complexities.



Big-oh is the worst time complexity of the algorithm .  
It is the one of most used concept/term in competitive programming.

Some of the time complexities are:--

- $O(n^3)$
- $O(n^2)$
- $O(n!)$
- $O(2^n)$
- $O(n \log n)$
- $O(n)$
- $O(\log n)$
- $O(1)$

Algorithm	Best Time Complexity	Average Time Complexity	Worst Time Complexity
Linear Search	$O(1)$	$O(n)$	$O(n)$
Binary Search	$O(1)$	$O(\log n)$	$O(\log n)$
Bubble Sort	$O(n)$	$O(n^2)$	$O(n^2)$
Selection Sort	$O(n^2)$	$O(n^2)$	$O(n^2)$
Insertion Sort	$O(n)$	$O(n^2)$	$O(n^2)$
Merge Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
Quick Sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$
Heap Sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$
Bucket Sort	$O(n+k)$	$O(n+k)$	$O(n^2)$
Radix Sort	$O(nk)$	$O(nk)$	$O(nk)$
Tim Sort	$O(n)$	$O(n \log n)$	$O(n \log n)$
Shell Sort	$O(n)$	$O((n \log n)^2)$	$O((n \log n)^2)$

Most of the time complexity of an algorithm can easily be identified simply by analysing .

For example:-

```
a++;  
b++;  
print(a,b);
```

The time complexity of the above code is  $O(1)$  as the code consist of single line commands.

```
for (int i = 1 ; i <= n ; i++) {  
...  
}
```

The time complexity of a loop estimates the number of times the code inside the loop is executed. For example, the time complexity of the following code is  $O(n)$ , because the code inside the loop is executed  $n$  times. We assume that “...” denotes a code whose time complexity is  $O(1)$ .