Mikroskil Programming Club

1. Pertemuan 1
   * Big O
   * Data Structures with Built-in Libraries
     + Vector
     + Stack
     + Queue
     + Set
     + Map
   * Brute Force
   * Greedy
   * Practice
2. Pertemuan 2
   * Divide and Conquer
   * Practice
3. Pertemuan 3
   * Dynamic Programming
     + Longest Common Subsequence
     + Longest Increasing Subsequence
     + Minimum Edit Distance
   * Practice
4. Pertemuan 4
   * Data Structures with Our-Own Libraries 1
     + Segment Tree
     + Segment Tree Lazy Propogation
     + SQRT Decomposition
     + Sparse Table
   * Practices
5. Pertemuan 5
   * Data structures with Our-Own Libraries 2
     + Fenwick Tree (BIT)
     + Union Find Disjoint Set
     + Tries
   * Practices
6. Pertemuan 6
   * String Processing
     + Z Algorithm
     + KMP Algorithm
     + Suffix Array
     + Longest Common Prefix (LCP)
   * Practice
7. Pertemuan 7
   * Graph 1
     + Depth First Search (DFS)
     + Breadth First Search (BFS)
     + Dijkstra
     + Bellman Ford
     + Floyd Warshall
   * Practice
8. Pertemuan 8
   * Graph 2
     + Prim
     + Kruskal
     + Topological Sort
     + LCA Brute Force
     + LCA Square Decompotition
     + LCA Sparse Table
   * Practice
9. Pertemuan 9 (Optional)
   * Math
     + Greatest Common Divisor (GCD) & Least Common Multiple (LCM)
     + Fast Modulo Multiplication
     + Combinatorics