

Algorithm and programming Technique list (with relative links)

Mathematics:

- http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=math_for_topcoders
- ❖ Sieve of Eratosthenes (prime finding)
 - http://en.wikipedia.org/wiki/Sieve_of_Eratosthenes
 - <http://www.shafaetsplanet.com/planetcoding/?p=624>
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/eratosthenes_sieve&usg=ALkJrhhtnMHMOYCdg4BxIfMFpyTHN-_pA
- ❖ Bitwise Sieve
 - <http://www.shafaetsplanet.com/planetcoding/?p=855>
- ❖ Segmented Sieve
 - <http://zobayer.blogspot.com/2009/09/segmented-sieve.html>
- ❖ prime factorization
 - <https://www.dropbox.com/s/ndai0fquchmazu7/factorization.pdf> (pdf by jan vai)
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=primeNumbers>
 - <http://zobayer.blogspot.com/2013/02/divisor-function.html>
- ❖ GCD, LCM
- ❖ Factorial
 - <http://alavolacoder.blogspot.com/2013/04/factorial-facts.html>
 - http://alavolacoder.blogspot.com/2013/04/factorial-facts_9.html
 - <http://zobayer.blogspot.com/2009/07/factorial.html>
- ❖ Fibonacci
- ❖ Counting, Permutation, combination
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=combinatorics>
- ❖ Exponentiation
- ❖ Modular Arithmetic
 - <http://www.shafaetsplanet.com/planetcoding/?p=936>
- ❖ Euclid, Extended euclid
 - <http://zobayer.blogspot.com/2009/07/extended-euclidean-algorithm.html>
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/euclid_algorithm&usg=ALkJrhkz3tb4aXWHeD8eIJvJCQhe-jn7Q
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev

[=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/extended_euclid_algorithm&usg=ALkJrhgijyM7s9peFmIRPQqhXdBGE9-CeHw](http://t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/extended_euclid_algorithm&usg=ALkJrhgijyM7s9peFmIRPQqhXdBGE9-CeHw)

Data Structure:

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=dataStructures>
- ❖ Stack
 - <http://alavolacoder.blogspot.com/2013/02/stack.html>
- ❖ Queue
 - <http://alavolacoder.blogspot.com/2013/03/queue.html>
- ❖ Priority Queue
- ❖ Linked list
 - http://alavolacoder.blogspot.com/2013/02/blog-post_19.html
 - http://alavolacoder.blogspot.com/2013/02/blog-post_24.html
 - <http://zobayer.blogspot.com/2009/12/cse-102-linked-list-in-c.html>
- ❖ Heap
- ❖ Hash table
- ❖ Disjoint Set, Union Find
 - <http://www.shafaetsplanet.com/planetcoding/?p=763>
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=disjointDataStructure>
- ❖ Binary Search Tree
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/binarySearchTree.htm>
- ❖ Trie, Suffix Array
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=usingTries>
- ❖ Binary Indexed Tree(BIT)
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=binaryIndexedTrees>
- ❖ Segmented Tree
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=lowestCommonAncestor>
 - <http://www.shafaetsplanet.com/planetcoding/?p=1557>
 - <http://www.shafaetsplanet.com/planetcoding/?p=1591>
- ❖ Heavy Light decomposition
 - http://wcipeg.com/wiki/Heavy-light_decomposition
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev

[=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/heavy_light&usg=ALkJrhjj3RdDbiiCaQoThkAzVfSqnJuJkA](http://e-maxx.ru/algo/heavy_light&usg=ALkJrhjj3RdDbiiCaQoThkAzVfSqnJuJkA)

Sorting:

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=sorting>
- http://bongobani.blogspot.com/2010/06/blog-post_1625.html
- ❖ Bubble Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/bubbleSort.htm>
- ❖ Selection Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/selectionSort.htm>
- ❖ Insertion Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/insertionSort.htm>
- ❖ Shell Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/shellSort.htm>
- ❖ Quick Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/quickSort.htm>
- ❖ Merge Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/mergeSort.htm>
 - <http://zobayer.blogspot.com/2010/08/merge-sort.html>
 - <http://zobayer.blogspot.com/2010/09/threaded-merge-sort.html>
 - <http://zobayer.blogspot.com/2010/11/merge-sort-improvement.html>
- ❖ Counting Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/countingSort.htm>
- ❖ Radix Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/radixSort.htm>
- ❖ Bucket Sort
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/bucketSort.htm>
- ❖ Heap Sort

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Sorting/heapSort.htm>

Searching:

- ❖ Linear Search
- ❖ Binary Search
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=binarySearch>
- ❖ Ternary Search
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/ternary_search&usg=ALkJrhgQ1I9JBNisS1NAVe5CcgYxCRhqtA
- ❖ Map, HashMap

Dynamic Programming:

- https://sites.google.com/site/smlitude/recursion_and_dp
- <http://www.codechef.com/wiki/tutorial-dynamic-programming>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=dynProg>
- <http://www.shafaetsplanet.com/planetcoding/?p=1022>
- <http://www.shafaetsplanet.com/planetcoding/?p=1211>
- ❖ Rod Cutting
- ❖ Maximum Sum (1D, 2D)
- ❖ Coin Change
 - <http://www.shafaetsplanet.com/planetcoding/?p=1158>
 - <https://sites.google.com/site/programinggconcept/algorithm>
- ❖ Longest Common Subsequence
- ❖ Longest Increasing subsequence, Longest Decreasing Subsequence
- ❖ Calculating nCr using DP
 - <http://zobayer.blogspot.com/2009/08/calculate-ncr-using-dp.html>
- ❖ Matrix Chain multiplication
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Dynamic/chainMatrixMult.htm>
- ❖ Edit Distance

❖ 0-1 Knapsack

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Greedy/knapsackIO.htm>
- <http://www.shafaetsplanet.com/planetcoding/?p=1072>
- <https://sites.google.com/site/programinggconcept/0-1-knapsack>

❖ Bitmask DP

- <http://www.shafaetsplanet.com/planetcoding/?p=1357>

❖ Traveling Salesman problem

- <http://www.shafaetsplanet.com/planetcoding/?p=571>
- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/AproxAlgor/TSP/tsp.htm>

❖ Digit DP

- <http://codeforces.com/blog/entry/7221>

Greedy algorithm:

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=greedyAlg>

❖ Activity selection/Task scheduling problem

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Greedy/activity.htm>

❖ Huffman coding

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Greedy/huffman.htm>
- <http://zobayer.blogspot.com/2011/01/huffmans-code.html>

❖ Fractional knapsack problem

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/Greedy/knapsackFrac.htm>

Graph Theory:

- <https://sites.google.com/site/smilitude/shortestpath>
- https://sites.google.com/site/smilitude/shortestpath_problems
- <http://www.codechef.com/wiki/tutorial-graph-theory-part-1>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=graphsDataStrucs1>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=graphsDataStrucs2>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=graphsDataStrucs3>

❖ Graph Representation(matrix, list/vector)

- <http://www.shafaetsplanet.com/planetcoding/?p=143>
- <http://www.shafaetsplanet.com/planetcoding/?p=184>
- <http://www.shafaetsplanet.com/planetcoding/?p=211>

❖ Breadth First Search(BFS)

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/breadthSearch.htm>
- <http://www.shafaetsplanet.com/planetcoding/?p=604>
- <http://www.shafaetsplanet.com/planetcoding/?p=639>
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/bfs&usg=ALkJrhinv0P87U0v_VXJhm3L6aGS5KEuPA

❖ Depth First Search(DFS)

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/depthSearch.htm>
- <http://www.shafaetsplanet.com/planetcoding/?p=973>
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/dfs&usg=ALkJrhiWHq30PgqeB1q11ZSAJrvMeOJksw

❖ Bipartite Graph checking

- <http://zobayer.blogspot.com/2010/03/testing-bipartite-graph.html>

❖ Topological Sort

- <https://sites.google.com/site/smilitude/topsort>
- <http://www.shafaetsplanet.com/planetcoding/?p=848>
- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/topoSort.htm>
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/topological_sort&usg=ALkJrhAS83fGpkoZIfziKQZlpYQy4JZ9A

❖ Strongly Connected Component(SCC)

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/strongComponent.htm>
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev

[=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/alg/strong_connected_components&usg=ALkJrhip3cmRxf-Uk_1COz-PHg57GuwEGg](http://e-maxx.ru/alg/strong_connected_components&usg=ALkJrhip3cmRxf-Uk_1COz-PHg57GuwEGg)

❖ Minimum Spanning Tree(MST)

➤ Kruskal's Algorithm

- <http://www.shafaetsplanet.com/planetcoding/?p=692>
- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/kruskalAlgor.htm>
- <http://zobayer.blogspot.com/2010/01/kruskals-algorithm-in-c.html>

➤ Prim's Algorithm

- <http://www.shafaetsplanet.com/planetcoding/?p=825>
- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/primAlgor.htm>
- http://www.graph-magics.com/articles/min_spantree.php

➤ Directed MST

- <http://www.ce.rit.edu/~sjyeec/dmst.html>

❖ All pair's shortest path(Floyd Warshall)

- http://www.graph-magics.com/articles/all_shortest_paths.php
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/alg/floyd_warshall_algorithm&usg=ALkJrhgoQbn-45TnSyPYBa0T2o_DDuJSw

❖ Dijkstra algorithm

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/dijkstraAlgor.htm>
- <http://www.shafaetsplanet.com/planetcoding/?p=1500>
- <http://zobayer.blogspot.com/2009/12/dijkstras-algorithm-in-c.html>

❖ Bellman Ford Algorithm

- <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/bellFordAlgor.htm>

❖ Directed Acyclic Graph

❖ Bipartite Matching

- <http://zobayer.blogspot.com/2010/05/maximum-matching-with-dfs.html>
- <http://zobayer.blogspot.com/2010/05/maximum-matching.html>

❖ Max-Flow, Min-cost max-flow

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=maxFlowRevisited>
- ❖ Cayley's Theorem
- ❖ Articulation Point
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/cutpoints&usg=ALkJrhiSuFiBqY_EBgCC68vfrvW2o5vZnA
- ❖ Bridge
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/bridge_searching&usg=ALkJrhjv4XdY8Jh7vYlW0UbVsClgscwhWg
- ❖ Euler tour/path
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/GraphAlgor/eulerTour.htm>
 - <http://zobayer.blogspot.com/2010/06/euler-tour.html>
 - <http://www.graph-magics.com/articles/euler.php>
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/euler_path&usg=ALkJrhfu-QYqtQCLEclXxB-nQ1lbebqvw
- ❖ Hamiltonian Cycle
- ❖ Stable Marriage problem
 - <http://www.shafaetsplanet.com/planetcoding/?p=1187>
- ❖ Chinese Postman problem
- ❖ Minimum Vertex Cover(Graph+DP)
 - <http://www.shafaetsplanet.com/planetcoding/?p=582>
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/AproxAlgor/vertexCover.htm>

Number Theory:

- ❖ Josephus Problem
 - http://en.wikipedia.org/wiki/Josephus_problem
 - <http://www.cut-the-knot.org/recurrence/flavius.shtml>
 - http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/joseph_problem

[em&usg=ALkJrhgMHDKM8tt5il-GjN79rqFrWqWtFg](http://e-maxx.ru/algo/stern_brocot_farey&usg=ALkJrhgMHDKM8tt5il-GjN79rqFrWqWtFg)

❖ Farey Sequence, Stern-brocot Tree

- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/stern_brocot_farey&usg=ALkJrhgNF7douyHovchr9Cid9vqFp4yuZw

❖ Catalan numbers

- http://en.wikipedia.org/wiki/Catalan_number
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/catalan_numbers&usg=ALkJrhRH_RJQQbF1YaUhncPRILVkvzJQYw

❖ Euler's phi

- <http://zobayer.blogspot.com/2013/02/euler-totient-function.html>
- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/euler_function&usg=ALkJrhidn-VzTqkKA2YBticLAs-ZDj_LKg

❖ Burnside's lemma/circular permutation

- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/burnside_polya&usg=ALkJrhhc0pVhgwbXKi01y2l8Ve8lOiSlxg

❖ Modular inverse

- <https://www.facebook.com/notes/emtiaz-hasan/%E0%A6%AE%E0%A6%A1-%E0%A6%A8%E0%A6%BF%E0%A7%9F%E0%A7%87-%E0%A6%AE%E0%A6%A1%E0%A6%B0-%E0%A6%AE%E0%A6%A1%E0%A6%B0-%E0%A6%87%E0%A6%A8%E0%A6%AD%E0%A6%BE%E0%A6%B0%E0%A7%8D%E0%A6%B8-%E0%A6%AE%E0%A6%A1%E0%A7%87%E0%A6%B0-%E0%A6%B8%E0%A6%BE%E0%A6%A5%E0%A7%87-%E0%A6%B8%E0%A6%BF-%E0%A6%86%E0%A6%B0-%E0%A6%9F%E0%A6%BF-%E0%A6%B0-%E0%A6%95%E0%A6%9A%E0%A6%95%E0%A6%9A%E0%A6%BE%E0%A6%A8%E0%A6%BF/448341041903611>

❖ Probability

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=probabilities>

❖ Chinese Remainder Theorem

- http://translate.googleusercontent.com/translate_c?act=url&depth=1&hl=en&ie=UTF8&prev

[=_t&rurl=translate.google.com&sl=auto&tl=en&twu=1&u=http://e-maxx.ru/algo/chinese_theorem&usg=ALkJrhhib5yTDIZ1VJE7vt1YuEMWyuOm0A](http://e-maxx.ru/algo/chinese_theorem&usg=ALkJrhhib5yTDIZ1VJE7vt1YuEMWyuOm0A)

- ❖ Gaussian Elimination method
 - <http://zobayer.blogspot.com/2009/12/gaussjordan-elimination.html>
- ❖ Dilworth's Theorem
- ❖ Matrix Exponentiation
 - <http://zobayer.blogspot.com/2010/11/matrix-exponentiation.html>
- ❖ Determinant of a matrix
- ❖ RSA public key crypto System

Computation Geometry:

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry1>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry2>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=geometry3>
- <http://www.personal.kent.edu/~rmuhamma/Compgeometry/compgeom.html>
- ❖ Pick's Theorem
- ❖ Convex hull
 - <http://zobayer.blogspot.com/2010/02/convex-hull.html>
- ❖ Line Intersection
- ❖ Segment circle intersection
 - <http://zobayer.blogspot.com/2009/11/geometry-segment-circle-intersection.html>
- ❖ Point in a polygon
- ❖ Area of a polygon
- ❖ Line Sweeping
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=lineSweep>
- ❖ Polygon intersection
- ❖ Closest Pair

Game Theory:

- <http://potasiyam.com/farsan/>
- ❖ Take Away game
 - <http://zobayer.blogspot.com/2010/08/simple-take-away-game.html>
- ❖ Nim

- ❖ Sprague-grundy Number

String:

- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=stringSearching>
- <http://doinik-iut.com/archives/23106>
- ❖ Naive String matching
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/StringMatch/naiveStringMatch.htm>
- ❖ Rabin karp Algo
 - <http://www.infoarena.ro/blog/rolling-hash>
- ❖ Finite Automata
- ❖ Knuth-Morris-Pratt Algo
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/StringMatch/kuthMP.htm>
- ❖ Manacher's Algo
- ❖ Aho korasick's Algo
- ❖ Boyer-Moore Algorithm
 - <http://www.personal.kent.edu/~rmuhamma/Algorithms/MyAlgorithms/StringMatch/boyerMoore.htm>

Others:

- ❖ Recursion
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=recursionPt1>
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=recursionPt2>
 - <http://zobayer.blogspot.com/2009/12/cse-102-attacking-recursion.html>
 - <http://zobayer.blogspot.com/2009/12/cse-102-practice-recursions.html>
- ❖ Backtracking
 - <http://www.shafaetsplanet.com/planetcoding/?p=1266>
 - <http://www.academic.marist.edu/~jzbv/algorithms/Backtracking.htm>
- ❖ Hungarian Algorithm
 - <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=hungarianAlgorithm>
- ❖ C++ STL(Standard Template Library)
 - <https://sites.google.com/site/smlitude/cpp>

- <https://sites.google.com/site/smilitude/stl>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=standardTemplateLibrary>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=standardTemplateLibrary2>

❖ Bitwise operations

- <http://www.codechef.com/wiki/tutorial-bitwise-operations>
- <http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=bitManipulation>
- <http://zobayer.blogspot.com/2009/12/bitwise-operations-in-cc-part-1.html>
- <http://zobayer.blogspot.com/2009/12/bitwise-operations-in-c-part-2.html>
- <http://zobayer.blogspot.com/2009/12/bitwise-operations-in-c-part-3.html>