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🎁 Codeforces celebrates 10 years! We are pleased to announce the crowdfunding-campaign. Congratulate us by the link https://codeforces.com/10years. ✕

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mostafa.saad.fci's blog

Training roadmap for newcomers

By **mostafa.saad.fci**, history, 12 months ago, 🇬🇧, ✎

I used to encourage newcomers in our community to train using this sheet to avoid random training. By the end of the sheet, one will be very good up to Div2-D. It has been refined several times based on the received feedback.

Sheet link https://goo.gl/unDETI

Please, check out the sheet before reading. The sheet is

- Complete and consistent roadmap for newcomers: What to solve & algorithms to learn in order

- In the bottom row, there are different sheet pages such as Faq, Topics, CF-C2

- CF-C1, C2 are (Codeforces Div2 C problems (or similar level from other OJs), but from easy to hard). Same for CF-D1, D2, D3

- Covering most of the topics needed up to Codeforces Div2-D

- Problems increase in difficulty per topic with intermediate easy/medium problems + ad-hoc problems

- Speed problems to maintain speed goals

One can train in one of the following ways:

A) Blind-Order training style

- Problems are distributed in sheets CF-A, CF-B, CF-C1, ...CF-D3

- It targets learning the knowledge/skills in a consistent and balanced way

- Every sheet page is on average harder than the previous sheet page

- This is my recommended way, though most camps/training-approaches don't use this style

B) Topics-Based training style

- See the sheet page (Topics1). It has the same sheet problems (CF-A to CF-D3) ordered by category and level, around 950 problems. Also checkout Topics2 page

- Ideas Quality column: P5 (important), P4(very interesting), P3(interesting), P2(good), P1(ok), Empty (normal)

- You can train using Blind-Order, and use Topics page as a guide to skip some problems

→ Pay attention

Before contest
Educational Codeforces Round 82 (Rated for Div. 2)
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Handle:

- Advantage: Mastering the algorithm till solving some hard problems in a short time

- Disadvantage: Discovering the algorithm behind the problem is an important skill. Given that you know the topic, you lose a good space to improve this skill

- Disadvantage: Being in the mode of specific algorithm lets you solve many of it easier. However, when solving in real contests, your mind is not so active on the specific topic

▲ **+76** ▼   👤 mostafa.saad.fci   🗓 12 months ago   💬 6

💬 Comments (6)   <u>Write comment?</u>

12 months ago,   # | ← Rev. 2   ▲ **+60** ▼

it would be nice to have a training roadmap for oldcomers like me

→ Reply

riela

12 months ago,   #   ^ | ▲ **0** ▼

Thanks for the suggestion :) For now, you may consider:
https://codeforces.com/blog/entry/59131

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12 months ago,   # | ▲ **+1** ▼

It would be awesome if you could add some English tutorials. Still, your sheet is great. Thank you. :)

Fan_Of_The_Secret_Annex   → Reply

12 months ago,   # | ▲ **+3** ▼

Thanks for your hard work Mostafa!

I just wanted to ask something and please do not take it the wrong way. I am considering of following your training roadmap, but this is a big commitment, so I would like to make sure it's a good roadmap. For me, it seems weird that you have only taken part in 9 contests and your score is close to 1600, but still proclaim to have the roadmap that can make you able to solve Div2-D problems. For this I would like to ask, is there something more you have been working on (are you in other platforms with a better rating or something)?

I know you don't have to convince me that your roadmap is good or that it works. And I do appreciate all the effort and work you put on it.

justtosaythis   → Reply

12 months ago,   #   ^ | ← Rev. 2   ▲ **+6** ▼

still proclaim to have the roadmap that can make you able to solve Div2-D problems

I think that it may be because he has successfully trained some people to that level (using that roadmap).

LanceTheDragonTrainer   → Reply

12 months ago,   #   ^ | ▲ **+3** ▼

- I am an old guy. In our days UVA and Topcoder were the main training platforms for me. Before stopping CP, Codeforces was launched, that is why I don't have competitions history

mostafa.saad.fci

- There are a lot of good people who will have low rate. High rate in

Radewoosh → Project Euler problems on HackerRank

Laggy → Teams going to ICPC World Finals 2020 — WIP List 💬

kevinsogo → Invitation to join the NOI.PH 2020 Elimination Round Mirror at the Codeforces Gym 💬

asharammeena → Dynamic programming tutorials

cz_xuyixuan → Thanks to Codeforces - An OIer's Narration 💬

HighHopes → Dp problems from project euler 💬

vovuh → Codeforces Round #617 (Div. 3) 💬

vovuh → Codeforces Round #605 (Div. 3) 💬

pikmike → Educational Codeforces Round 81 Editorial 💬

Errichto → AtCoder & LeetCode streams in February '20 💬

Edvard → Editorial of Educational Codeforces Round 2 💬

LightYagami674 → Problem with CHelper 💬

Kuroni → Codeforces Round #616 Editorial 💬

MikeMirzayanov → Rule about third-party code is changing 💬

Eva → Codeforces Round #618 Editorial 💬

chokudai → AtCoder Beginner Contest 154 Announcement 💬

Swift → C++ Tricks 💬

FlameSlayer → Make A2OJ Dynamic Again! 💬

sister_of_contestfucker → Help for a 1600 problem with no editorial 💬

yutaka1999 → The 19th Japanese Olympiad in Informatics Final Round Online Contest 💬

X_Toba_X → competitive friends for newbies

solver11 → wrong answer sqrt ??? 💬

rocks03 → Help with a Tree problem 💬

eduard.ordukhanov → As a beginner, how many questions do you upsolve after contest? 💬

nvmdava → Codeforces Round #618 💬

Detailed →

Find

- There are a lot of good people who will have low rate. High rate in contests is function in several factors, such as proper handling for online contests pressure (e.g. a lot of people think how others will think about their rate changes), accuracy (getting problem AC after how many submissions), skills (which level you can solve/algorithms you know) and finally and more importantly speed. In Div2, there are lot of people who can solve e.g. Div2-E after the contest, but not fast enough to get in the contest. Similarly for Div1-D guys. The assumption low rate => low skills is wrong.

- I guess I always had troubles in online contests, but I was a very good team player, such as ICPC.

- You can some about my background from here.

→ Reply

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