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_	fied Data Structure & Algorithms Next Exam D MAY OA	
Programme Prepare	2020 24	
Foundation	Enroll	
Advanced		
Examination	Due to Covid-19 situation, registration has been temporarily closed	
Certified Programmers		
FAQ	Learn Data Structures and Algorithms	
Contact Us		
	This section lists out the syllabus, the learning resources and Mock Tests to help you prepare for	
Dashboard	the data structures and algorithms Certification test. The resources that we list here are reference	S
	that we have collected over the internet and some of them from our own website. While we do	
	recommend these resources based on the inputs of our user community, we do not claim that these are the most authoritative Learning Resources about any topic in data structures and	
	algorithms. Please feel free to find out what suits best to you.	
	We have also prepared a Mock Test for each level. A Mock Test is an open assessment contest that will help you assess yourself for the <u>certification exam</u> after you are ready with the topics. Fo	
	each level we have different Mock Tests. These DSA contests will run forever. We strongly	
	recommend you to solve these problems in the same duration of time as the duration of the exam	
	before you take the data structures and algorithms exam.	
	You can expect problems from the following topics to come in the exam.	
	Foundation	/
	Syllabus:	
	The syllabus for Foundation level is mentioned below:	
	1. Basic Data Structures: Arrays, Strings, Stacks, Queues	
	2. Asymptotic analysis (Big-O notation)	
	3. Basic math operations (addition, subtraction, multiplication, division, exponentiation)	
	Sqrt(n) primality testing	
	5. Euclid's GCD Algorithm	
	6. Basic Recursion	
	7. Greedy Algorithms	
	Basic Dynamic Programming	
	Naive string searching	
	10. O(n logn) Sorting	
	11. Binary Searching	
	Learning Resources:	
	Asymptotic analysis (Big-O notation)	
	a. Basic	
	i. youtube.com - <u>Time complexity of a computer program</u>	

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Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- iv. youtube.com <u>nigoriumna Lecture i -- mitroduction to asymptotic notations</u>
- v. iarcs.org.in Measuring the efficiency of algorithms
- vi. interactivepython.org Particularly for Big-O notation
- b. Advanced
 - i. rob-bell.net A beginner's guide to Big O notation
 - ii. youtube.com Big O Notation, Gayle Laakman McDowell
 - iii. web.mit.edu Big O notation
 - iv. youtube.com <u>Time and space complexity analysis of recursive programs using</u> factorial
 - v. A very nice tutorial with examples
- c. Practice Problems
 - i. Check some MCQs on space and time complexity here.
 - ii. You can see some problems with solutions here: Time complexity of an algorithm

2. Arrays

- a. Resources
 - i. codechef.com Data Structure Tutorial: Array
 - ii. cs.cmu.edu Arrays
 - iii. geeksforgeeks.org Arrays Data Structure
- b. Practice Problems
 - i. codechef.com LECANDY, editorial
 - ii. codechef.com CNOTE, editorial;
 - iii. codechef.com SALARY, editorial
 - iv. codechef.com CHN15A, editorial
 - v. codechef.com RAINBOWA, editorial
 - vi. codechef.com FRGTNLNG, editorial
 - vii. codechef.com COPS, editorial

3. Strings

- a. Resources
 - i. tutorialspoint.com C++ strings
 - ii. guru99.com <u>Java strings</u>
 - iii. docs.python.org Python strings
 - iv. tutorialspoint.com Python strings
 - v. geeksforgeeks.org Many string questions
- b. Practice Problems
 - i. codechef.com CSUB, editorial
 - ii. codechef.com LAPIN, editorial

4. Stack and Queue

- a. Resources
 - i. geeksforgeeks.org Stack Data Structure
 - ii. geeksforgeeks.org Introduction and Array Implementation
 - iii. tutorialspoint.com Data Structures Algorithms
 - iv. cs.cmu.edu Stacks
 - v. cs.cmu.edu Stacks and Queues
 - vi. cs.cmu.edu Stacks and Queues
- b. Practice Problems
 - i. spoj.com JNEXT

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https://www.codechef.com/certification/data-structures-and-algorithms/prepare

Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- IV. COGECHEI.COM COMPILER
- v. spoj.com MMASS
- vi. spoj.com HISTOGRA
- vii. codeforces.com D. Maximum Xor Secondary
- viii. spoj.com ANARC09A
- ix. codeforces.com C. Minimal string
- x. codeforces.com B. Alternating Current
- xi. codeforces.com C. Longest Regular Bracket Sequence
- 5. Basic math operations (addition, subtraction, multiplication, division, exponentiation)
 - a. codechef.com A tutorial on Fast Modulo Multiplication
- 6. Euclid's GCD Algorithm
 - a. Resources
 - i. youtube.com Mycodeschool video
 - ii. khanacademy.org The Euclidean Algorithm
 - iii. geeksforgeeks.org Example program to find gcd in c++:
- 7. Prime Numbers, divisibility of numbers
 - a. Resources:
 - Only O(sqrt(n)) algorithm for finding whether a number is a prime, factorization of a number.
 - ii. Finding prime factors by taking the square root
 - b. Practice Problems:
 - i. community.topcoder.com <u>DivisorInc</u>
 - ii. community.topcoder.com Prime Polynom
 - iii. community.topcoder.com Prime Anagrams
 - iv. community.topcoder.com Refactoring
- 8. Basic Recursion
 - a. Resources
 - i. topcoder.com An Introduction to Recursion, Part 1
 - ii. topcoder.com An Introduction to Recursion: Part 2
 - iii. geeksforgeeks.org Recursion ;(along with questions)
 - iv. web.mit.edu Recursion
 - v. csee.umbc.edu Recursion ;(Examples with exercises)
 - vi. loveforprogramming.quora.com <u>Backtracking, Memoization & Dynamic Programming</u>
 - vii. byte-by-byte Recursion for Coding Interviews
 - b. Practice Problems
 - i. codechef.com NOKIA, editorial
 - ii. codechef.com TRISQ, editorial
 - iii. codechef.com LFSTACK, editorial
 - iv. codechef.com FICE, editorial
- 9. Greedy Algorithms
 - a. Resources
 - i. iarcs.org.in Greedy Algorithms
 - ii. iarcs.org.in Greedy Algorithms
 - iii. topcoder.com Greedy Algorithms
 - iv. Greedy Algorithms
 - b. Practice Problems

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- ► Overview
 Updates
 Success Stories
 - Levels
- ▶ Price & Details
- **▼** Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- iii. codechef.com MAXDIFF, editorial
- iv. codechef.com CHEFST, editorial
- v. codechef.com CAKEDOOM, editorial
- vi. codechef.com CLETAB, editorial
- vii. codechef.com TADELIVE, editorial
- viii. codechef.com MANYCHEF, editorial
- ix. codechef.com MMPROD, editorial
- x. codechef.com CHEFTMA, editorial
- xi. codechef.com STICKS, editorial
- xii. spoj.com BAISED
- xiii. spoj.com BALIFE
- xiv. spoj.com GCJ101BB
- xv. codechef.com FGFS
- xvi. codechef.com KNPSK
- xvii. codechef.com LEMUSIC
- xviii. spoj.com ARRANGE
- xix. spoj.com FASHION

10. Dynamic programming (Basic DP)

- a. Resources
 - i. medium.freecodecamp.org <u>Demystifying Dynamic Programming</u>
 - ii. iarcs.org.in <u>Dynamic Programming Tiling</u>
 - iii. topcoder.com Dynamic Programming From Novice to Advanced
 - iv. illinois.edu <u>Dynamic Programming</u> ;(Exercises are recommended)
 - v. codechef.com Dynamic Programming
 - vi. geeksforgeeks.org Dynamic Programming;(Contains a lot of practice sessions)
 - vii. MIT OCW (Contains some Advanced topics as well)
 - i. <u>Dynamic Programming I</u>
 - ii. Dynamic Programming II
 - iii. Dynamic Programming III
 - iv. Dynamic Programming IV

b. Practice Problems

- i. codechef.com ALTARAY, editorial
- ii. codechef.com DELISH, editorial
- iii. codechef.com DBOY, editorial
- iv. codechef.com XORSUB, editorial
- v. codechef.com GRID, editorial
- vi. codechef.com TADELIVE, editorial
- vii. codechef.com FROGV, editorial
- viii. codechef.com MATRIX2, editorial
- ix. codechef.com AMSGAME2, editorial
- x. spoj.com MDOLLS
- xi. spoj.com MSTICK
- xii. spoj.com MCARDS
- xiii. spoj.com MIXTURES
- xiv. spoj.com SAMER08D
- xv. spoj.com AIBOHP

11. Naive string searching

Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- 12. Sorting
 - a. khanacademy.org
 - b. visualgo.net
 - c. iarcs.org.in
 - d. Merge sort
 - i. youtube.com Merge sort algorithm
 - ii. Practice Problems codechef.com -MRGSRT
 - e. Quick sort
 - i. youtube.com Quicksort algorithm
 - ii. Practice Problems codechef.com -TSORT
 - f. Counting sort
 - i. geeksforgeeks.org Counting Sort
 - ii. Practice Problems
 - i. codechef.com TACHSTCK, editorial
 - ii. codechef.com STICKS, editorial

13. Binary Search

- a. Resources
 - topcoder.com (Try solving problems of Simple and Moderate level as mentioned in the end of the link)
 - ii. codechef.com
 - iii. usfca.edu
 - iv. khanacademy.org
- b. Detailed Theoretical analysis
 - i. cmu.edu (A theoretical analysis)
- c. Problems
 - i. geeksforgeeks.org Binary Search (Contains some solved problems)
 - ii. codechef.com STRSUB, editorial
 - iii. codechef.com ASHIGIFT, editorial
 - iv. codechef.com STACKS, editorial
 - v. codechef.com <u>DIVSET</u>, <u>editorial</u>
 - vi. codechef.com <u>LOWSUM</u>, <u>editorial</u>
 - vii. codechef.com <u>SNTEMPLE</u>, <u>editorial</u>
 - viii. codechef.com <u>SNAKEEAT</u>, <u>editorial</u>
 - ix. codechef.com <u>SCHEDULE</u>, <u>editorial</u>
 - x. codechef.com <u>RIGHTTRI</u>, <u>editorial</u>xi. codechef.com <u>FORESTGA</u>, <u>editorial</u>
 - xii. codechef.com CHEFHCK2,editorial
 - xiii. spoj.com ABCDEF
 - xiv. spoj.com NOTATRI
 - xv. spoj.com SCALE
 - xvi. spoj.com SUMFOUR
- xvii. spoj.com <u>SUBSUMS</u>
- xviii. spoj.com ANARC05B
- xix. spoj.com RENT
- xx. spoj.com PIE

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xxiii. spoj.com - SUBS

Overview

Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

Past Test:

Practice on the exact problems which had appeared in a past DSA Foundation level exam:

1. Test 1 - https://www.codechef.com/FLPAST01

Mock Test:

- 1. Test 1 codechef.com/FLMOCK01
- 2. Test 2 codechef.com/FLMOCK02
- 3. Test 3 codechef.com/FLMOCK03
- 4. Test 4 codechef.com/FLMOCK04

Advanced

This level is intended to test that the one has a very good grasp of data structures and algorithms, and can solve most problems that arise in practice. You can expect problems from the following topics to come in the DSA exam.

Syllabus:

Everything in the Foundation Level, along with:

- 1. Heaps (priority queue)
- 2. Disjoint Set Union
- 3. Segment Trees
- 4. Binary Index Tree (Fenwick tree)
- 5. Trees (traversals, tree dynamic programming)
- 6. Finding Lowest Common Ancestors (O(log N) solution where N is number of nodes).
- 7. Graph Algorithms:
 - a. Finding connected components and transitive closures.
 - b. Shortest-path algorithms (Dijkstra, Bellman-Ford, Floyd-Warshall)
 - c. Minimum spanning tree (Prim and Kruskal algorithms)
 - d. Biconnectivity in undirected graphs (bridges, articulation points)
 - e. Strongly connected components in directed graphs
 - f. Topological Sorting
 - g. Euler path, tour/cycle.
- 8. Modular arithmetic including division, inverse
- 9. Amortized Analysis
- 10. Divide and Conquer
- Advanced Dynamic Programming problems (excluding the dp optimizations which are added in expert level)
- 12. Sieve of Eratosthenes

Learning Resources:

- 1. Heaps (priority queue)
 - a. Resources
 - i. cs.cmu.edu
 - ii. <u>eecs.wsu.edu</u>
 - iii. geeksforgeeks.org
 - iv. visualgo.net
 - v jarce org in

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OverviewUpdates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- i. codechef.com IPCTRAIN, editorial
- ii. codechef.com ANUMLA, editorial
- ii. codechef.com KSUBSUM, editorial
- iv. codechef.com RRATING, editorial
- v. codechef.com TSECJ05, editorial
- vi. spoj.com WEIRDFN
- vii. codechef.com CAPIMOVE, editorial
- viii. spoj.com RMID2
- ix. spoj.com LAZYPROG
- x. spoj.com EXPEDI
- xi. acm.timus.ru
- xii. baylor.edu Maze Checking and Visualization
- xiii. codechef.com MOSTDIST, editorial

2. Disjoint Set Union

- a. Resources
 - i. topcoder.com
 - ii. harvard.edu
 - iii. ucdavis.edu
 - iv. visualgo.net
- b. Practice Problems
 - i. codechef.com GALACTIK, editorial
 - ii. codechef.com DISHOWN, editorial
 - iii. codechef.com JABO, editorial
 - iv. codechef.com PARITREE, editorial
 - v. codechef.com FILLMTR, editorial
 - vi. B. Mike and Feet
 - vii. D. Quantity of Strings
 - viii. codechef.com SETELE, editorial
 - ix. codechef.com MAZE, editorial
 - x. codechef.com MAGICSTR, editorial
 - xi. codechef.com MTRWY, editorial
 - xii. codechef.com BIGOF01, editorial
 - xiii. codechef.com FIRESC, editorial

3. Segment Trees

- a. Resources
 - i. wcipeg.com
 - ii. topcoder.com
 - iii. kartikkukreja.wordpress.com
 - iv. visualgo.net
 - v. <u>iarcs.org.in</u>
- b. Practice Problems
 - i. spoj.com GSS1
 - ii. spoj.com GSS2
 - iii. codeforces.com Classic Segment Tree (Expert Level)
 - iv. spoj.com IOPC1207
 - v. spoj.com ORDERSET
 - vi. spoj.com <u>HELPR2D2</u>

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spoj.com - NICEDAY spoj.com - YODANESS Overview spoj.com - DQUERY Updates spoj.com - KQUERY Success Stories spoj.com - FREQUENT xiii. spoj.com - GSS3 Levels spoj.com - GSS4 ▶ Price & Details xvi. spoj.com - GSS5 spoj.com - KGSS **▼** Prepare xvii. spoj.com - HELPR2D2 xviii. Foundation spoj.com - BRCKTS xix. Advanced spoj.com - CTRICK **▶** Examination spoj.com - MATSUM xxi. **Certified Programmers** spoj.com - RATING XXII. ▶ FAQ XXIII. spoj.com - RRSCHED spoj.com - SUPPER Contact Us xxiv. spoj.com - ORDERS XXV. Dashboard codechef.com - LEBOBBLE xxvi. codechef.com - QUERY xxvii. spoj.com - TEMPLEQ xxviii. spoj.com - DISUBSTR XXIX. spoj.com - QTREE XXX. spoj.com - QTREE2 xxxi. spoj.com - QTREE3 xxxii. spoj.com - QTREE4 xxxiii. spoj.com - QTREE5 xxxiv. Problems on segment tree with lazy propagation spoj.com - HORRIBLE (must do basic lazy propagation problem) spoj.com - LITE (a nice lazy propagation problem) spoj.com - MULTQ3 (another nice lazy propagation problem) codechef.com - CHEFD codechef.com - FUNAGP (a difficult lazy propagation problem.) RPAR (a difficult and nice lazy propagation) codechef.com - ADDMUL viii. spoj.com - SEGSQRSS (a difficult lazy propagation problem) spoj.com - KGSS codeforces.com - C. Circular RMQ codeforces.com - E. Lucky Queries (must do hard problem on lazy propagation) codeforces.com - E. A Simple Task codeforces.com - C. DZY Loves Fibonacci Numbers (important problem to do, introduces some nice properties over lazy propagation) codeforces.com - D. The Child and Sequence xiv. xv. codeforces.com - E. Lucky Array 4. Binary Index Tree (Fenwick tree) a. Resources i. topcoder.com iarcs.org.in iii. visualgo.net

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Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

it is used for for range query and point update. However, you can check the following article for checking how some simple specific kind of range updates can be performed on binary indexed tree (http://petr-mitrichev.blogspot.in/2013/05/fenwick-tree-rangeupdates.html). Note that range updates on BIT is not a part of the syllabus.

- i. spoj.com INVCNT
- ii. spoj.com TRIPINV
- 5. Trees (traversals)
 - a. Resources
 - i. slideshare.net
 - ii. iarcs.org.in
 - iii. berkeley.edu
 - b. Practice Problems
 - i. spoj.com TREEORD
- 6. Finding Lowest Common Ancestors (O(log N) solution where N is number of nodes)
 - a Resources
 - i. topcoder.com
- 7. Depth First Search, Breadth First Search (Finding connected components and transitive closures)
 - a. Resources
 - i. geeksforgeeks.org Connected Components in an undirected graph
 - ii. geeksforgeeks.org Transitive closure of a graph
 - iii. geeksforgeeks.org Depth First Traversal or DFS for a Graph
 - iv. iarcs.org.in Basic Graph Algorithms
 - v. visualgo.net Graph Traversal
 - vi. harvard.edu Breadth-First Search
 - b. Practice Problems
 - i. codechef.com FIRESC, editorial
 - ii. spoj.com BUGLIFE
 - iii. spoj.com CAM5
 - iv. spoj.com GCPC11J
 - v. spoj.com KFSTB
 - spoj.com PT07Y
 - vii. spoj.com PT07Z
 - viii. spoj.com LABYR1
 - ix. spoj.com PARADOX
 - spoj.com PPATH; (must do bfs problem)
 - xi. spoj.com ELEVTRBL (bfs)
 - xii. spoj.com QUEEN (bfs)
 - xiii. spoj.com SSORT; (cycles in a graph)
 - xiv. spoj.com ROBOTGRI;(bfs)
- 8. Shortest-path algorithms (Dijkstra, Bellman-Ford, Floyd-Warshall)
 - a. Resources
 - i. geeksforgeeks.org Dijkstra's shortest path algorithm
 - ii. larcs.org.in Shortest paths
 - iii. Visualgo.net Single-Source Shortest Paths (SSSP)
 - b. Practice Problems
 - i. codechef.com DIGJUMP, editorial

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Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- iv. codechef.com SPSHORT, editorial (slightly difficult dijkstra's problem.)
- v. codechef.com RIVPILE, editorial
- vi. spoj.com SHPATH
- vii. spoj.com TRAFFICN
- viii. spoj.com SAMER08A
- ix. spoj.com MICEMAZE
- x. spoj.com TRVCOST
- xi. codechef.com PAIRCLST, editorial

9. Bellman Ford Algorithm

- a. Resources
 - i. geeksforgeeks.org <u>Dynamic Programming Bellman-Ford Algorithm</u>
 - ii. compprog.wordpress.com ; One Source Shortest Path Bellman-Ford Algorithm
- b. Practice Problem
 - i. community.topcoder.com PeopleYouMayKnow
 - ii. codeforces.com D. Robot Control
 - iii. spoj.com ARBITRAG Arbitrage ;(Floyd Warshall)
 - iv. community.topcoder.com NetworkSecurity; (Floyd Warshall)

10. Minimum spanning tree (Prim and Kruskal algorithms)

- a. Resources
 - i. algs4.cs.princeton.edu Minimum Spanning Trees
 - ii. iarcs.org.in Spanning trees
 - iii. visualgo.net Spanning Tree
- b. Practice Problem
 - i. spoj.com MST
 - ii. spoj.com NITTROAD
 - iii. spoj.com BLINNET
 - iv. spoj.com CSTREET
 - v. spoj.com HIGHWAYS
 - vi. spoj.com IITWPC4I
 - vii. codechef.com MSTQS, editorial
 - viii. codechef.com CHEFGAME, editorial
 - ix. codechef.com GALACTIK, editorial
 - x. codechef.com GOOGOL03, editorial
 - xi. spoj.com KOICOST

11. Biconnectivity in undirected graphs (bridges, articulation points)

- a. Resources
 - i. e-maxx-eng.appspot.com Finding Bridges in a Graph
 - ii. iarcs.org.in Articulation Points
 - iii. pisces.ck.tp.edu.tw Articulation Points
- b. Practice Problem
 - i. uva.onlinejudge.org Network
 - ii. icpcarchive.ecs.baylor.edu Building Bridges
 - iii. uva.onlinejudge.org Tourist Guide
 - iv. acm.tju.edu.cn Network
 - v. spoj.com <u>EC_P Critical Edges</u>
 - vi. spoj.com <u>SUBMERGE Submerging Islands</u>

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Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- 12. Strongly connected components in directed graphs
 - a. Resources
 - i. iarcs.org.in Strongly connected components
 - ii. theory.stanford.edu Strongly Connected Components
 - b. Practice Problem
 - i. spoj.com ANTTT
 - ii. spoj.com CAPCITY
 - iii. spoj.com SUBMERGE
 - iv. codechef.com MCO16405, editorial
 - v. spoj.com BOTTOM
 - vi. spoj.com BREAK
 - vii. community.topcoder.com Marble Collection Game

13. Topological Sorting

- a. Resources
 - i. geeksforgeeks.org Topological Sorting
- b. Practice Problem
 - i. spoj.com TOPOSORT;
 - ii. codeforces.com C. Fox And Names;
 - iii. codechef.com RRDAG, editorial
 - iv. spoj.com RPLA
 - v. codechef.com CL16BF (topological sort with dp), editorial
 - vi. spoj.com MAKETREE

14. Euler path, tour/cycle.

- a. Resources
 - i. math.ku.edu Euler Paths and Euler Circuits
- b. Practice Problem
 - i. spoj.com WORDS1
 - ii. codechef.com CHEFPASS, editorial
 - iii. codechef.com TOURISTS, editorial
 - iv. codeforces.com D. New Year Santa Network
 - v. B. Strongly Connected City
 - vi. codechef.com PEOPLOVE
 - vii. codeforces.com D. Tanya and Password
 - viii. codeforces.com E. One-Way Reform
 - ix. spoj.com GCPC11C
 - x. spoj.com MAKETREE

15. Modular arithmetic including division, inverse

- a. Resources
 - i. codechef.com Fast Modulo Multiplication (Exponential Squaring)
 - ii. codechef.com Best known algos for calculating nCr % M; (only for expert level)

16. Amortized Analysis

- a. Resources
 - i. ocw.mit.edu Amortized Analysis
 - ii. wikipedia.org Amortized Analysis
 - iii. iiitdm.ac.in Amortized Analysis

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Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

- i. cs.cmu.edu <u>Divide-and-Conquer and Recurrences</u>
- ii. geeksforgeeks.org Divide-and-Conquer
- b. Practice Problem
 - i. codechef.com MRGSRT, editorial
 - ii. spoj.com HISTOGRA
 - iii. codechef.com TASTYD, editorial
 - iv. codechef.com RESTPERM, editorial
 - v. codechef.com ACM14KP1, editorial
- Advanced Dynamic Programming problems (excluding the dp optimizations which are added in expert level, Please go through the basic DP resources and problems mentioned in foundation level resource.)
 - a. Resources
 - i. apps.topcoder.com Commonly used DP state domains
 - ii. apps.topcoder.com Introducing Dynamic Programming
 - iii. apps.topcoder.com Optimizing DP solution
 - iv. codeforces.com DP over Subsets and Paths
 - b. Problems for Advanced DP
 - i. spoj.com HIST2 ;(dp bitmask)
 - ii. spoj.com <u>LAZYCOWS</u> ;(dp bitmask)
 - iii. spoj.com TRSTAGE; (dp bitmask)
 - iv. spoj.com MARTIAN
 - v. spoj.com SQRBR
 - vi. spoj.com ACMAKER
 - vii. spoj.com AEROLITE
 - viii. spoj.com BACKPACK
 - ix. spoj.com COURIER
 - x. spoj.com DP
 - xi. spoj.com EDIST
 - xii. spoj.com KRECT
 - xiii. spoj.com GNY07H
 - xiv. spoj.com LISA
 - xv. spoj.com MINUS
 - xvi. spoj.com NAJKRACI
 - xvii. spoj.com PHIDIAS
 - xviii. spoj.com PIGBANK
 - xix. spoj.com PT07X
 - xx. spoj.com VOCV
 - xxi. spoj.com TOURIST
 - xxii. spoj.com MKBUDGET
 - xxiii. spoj.com MMAXPER
 - xxiv. spoj.com ANARC07G
 - xxv. spoj.com MENU
 - xxvi. spoj.com RENT ;(dp with segment tree/BIT)
 - xxvii. spoj.com <u>INCSEQ</u> ;(dp with segment tree/BIT)
 - xxviii. spoj.com INCDSEQ ;(dp with segment tree/BIT)
 - xxix. You can solve some advanced problems from
 - xxx. codeforces.com Dynamic Programming Type

Updates

Success Stories

Levels

▶ Price & Details

▼ Prepare

Foundation

Advanced

▶ Examination

Certified Programmers

▶ FAQ

Contact Us

Dashboard

i. codechef.com - Sieve Methods

b. Practice Problems

i. spoj.com - TDKPRIME

ii. spoj.com - <u>TDPRIMES</u>

iii. spoj.com - ODDDIV ;(sieve + binary search)

iv. spoj.com - NDIVPHI; O(N) prime testing algorithm)

v. spoj.com - <u>DIV</u> ;(divisor sieve)

vi. codechef.com - LEVY, editorial

vii. codechef.com - PRETNUM, editorial

viii. codechef.com - KPRIME, editorial

ix. codechef.com - DIVMAC, editorial (segment tree with sieve)

x. codechef.com - PPERM, editorial; (a bit advanced sieve application)

20. General

- a. Stanford Algoriths 1
- b. Stanford Algoriths 2

Past Test:

Practice on the exact problems which had appeared in a past Advanced level exam:

1. Test 1 - https://www.codechef.com/ALPAST01

Mock Test:

- 1. Test 1 https://www.codechef.com/ADMOCK01
- 2. Test 2 https://www.codechef.com/ADMOCK02

Note: These links have been curated to help in preparation for the exams, and also to help the community in general. But if you own some of the material linked to, and you wouldn't like them to be here, please contact us, and we will remove it.

CodeChef is a competitive programming community

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CodeChef - A Platform for Aspiring Programmers

CodeChef was created as a platform to help programmers make it big in the world of algorithms, computer programming, and programming contests. At CodeChef we work hard to revive the geek in you by hosting a programming contest at the start of the month and two smaller programming challenges at the middle and end of the month. We also aim to have training sessions and discussions related to algorithms, binary search, technicalities like array size and the likes. Apart from providing a platform for programming competitions, CodeChef also has various algorithm tutorials and forum discussions to help those who are new to the world of computer programming.

Practice Section - A Place to hone your 'Computer Programming Skills'

Try your hand at one of our many practice problems and submit your solution in the language of your choice. Our **programming contest** judge accepts solutions in over 55+ programming languages. Preparing for coding contests were never this much fun! Receive points, and move up through the CodeChef ranks. Use our practice section to better prepare yourself for the multiple **programming challenges** that take place through-out the month on CodeChef.

Compete - Monthly Programming Contests, Cook-off and Lunchtime

Here is where you can show off your **computer programming skills**. Take part in our 10 days long monthly coding contest and the shorter format Cook-off and Lunchtime **coding contests**. Put yourself up for recognition and win great prizes. Our **programming contests** have prizes worth up to INR 20,000 (for Indian Community), \$700 (for Global Community) and lots more CodeChef goodies up for grabs.

Programming Tools	Practice Problems	<u>Initiatives</u>	<u>Policy</u>
Online IDE	Easy	Go for Gold	Terms of Service

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Problem Setting	<u>Challenge</u>	CodeChef for Business	Code of Conduct
CodeChef Tutorials Overview CodeChef Wiki Updates	<u>Peer</u> <u>School</u> FAQ's		Bug Bounty Program
Success Stories			
Levels			
▶ Price & Details			
▼ Prepare			
Foundation Advanced	I		
▶ Examination			
Certified Programmers			
▶ FAQ	-		
Contact Us	-		
Dashboard			