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Part I

Algebra

Equations

- 1.1 Polynomials
- 1.2 Simultaneous equations
- 1.3 Real solutions

factorization discriminant image of square(polynomial) intermediate value

1.4 Integer solutions

factorization root identity image of square(polynomial)

Inequalities

- 2.1 Symmetry
- 2.2 Homogeneity

Functions

- 3.1 Properties of functions
- 3.2 Functions over \mathbb{R}
- 3.3 Other domains

Part II Combinatorics

Counting

- 4.1 Orbits
- 4.2 Generating functions

Algorithms

- 5.1 Invariants
- 5.2 Games

Graphs

- 6.1 Double counting
- 6.2 Non-constructive existence

Pigeonhole principle, Probabilistic methods, Extremal theory

Part III

Geometry

Plane geometry

7.1 Angle chasing

Cyclic quadrilaterals

7.2 Length ratios

menelous and ceva

- 7.3 Triangle centers
- 7.4 Conics

Analytic methods

- 8.1 Trigonometry
- 8.2 Complex variables
- 8.3 Barycentric coordinates

Transformations

9.1 Similarity

spiral homothety

- 9.2 Inversion
- 9.3 Projectivity

Part IV Collegiate courses

Calculus

10.1 Asymptotics

10.2 Infinite series

Let a_n be a real sequence and $S_n := a_1 + \cdots + a_n$ be the partial sum.

1. Show that if $a_n \downarrow 0$ and $S_n \leq 1 + na_n$, then $S_n \leq 1$.

10.3 Indefinite integrals

10.4 Integral inequalities

Linear algebra

- 11.1 Determinants
- 11.2 Spectrum

canonical forms

11.3 Commuting matrices

two by two matrices

11.4 Positive definiteness

General physics

12.1 Mechanics

Let e and g be the coefficient of restitution and gravitational acceleration.

- 1. At the time a particle at the origin is thrown with an initial speed v_0 , another particle at (a, b) with b > 0 begins a free fall. Find the minimum value of v_0 such that two particles collide in the region $y \ge 0$.
- 2. A particle at the ground is projected with an initial speed v_0 at an angle θ , towards a vertical wall as far away as L. Find v_0 such that it bounces back to its original position after striking the wall and ground only once.
- 3. A particle is released at height h from a plane inclined at an angle θ to the horizontal. Find the length l from the first point of collision to the point at which the particle begins to slide down.
- **12.2** Waves
- 12.3 Thermodynamics
- 12.4 Electromagnetism
- 12.5 Optics
- **12.6** Atoms