Daily Time Commitment

Minimum: 2.5–3 hours/day
Ideal: 3–4 hours/day

Division-wise Rating Guide

1. Div 4 → Rating 0–900 (Basics + speed)
2. Div 3 → Rating 800–1200 (Main focus)
3. Div 2 → Rating 1200+ (Advanced)

Month 1: C++ Basics & Logic

1. Week 1: C++ syntax, input/output, variables, if-else (15 A problems)
2. Week 2: Loops, arrays, strings (20 A problems)
3. Week 3: Functions, basic math, conditions (20 A problems)
4. Week 4: Full revision + 1 Div 4 contest

Month 2: STL & Implementation

1. Week 1: vector, pair, sorting (20 A problems)
2. Week 2: map, set, frequency array (20 A/B problems)
3. Week 3: prefix sum, implementation tricks (25 problems)
4. Week 4: 2 Div 3 contests + upsolve

Month 3: Core Problem Solving

1. Week 1: Two pointers (20 problems)
2. Week 2: Greedy algorithms (20 problems)
3. Week 3: Binary search + math tricks (25 problems)
4. Week 4: 2 contests + upsolve

Month 4: Intermediate Topics

1. Week 1: Recursion (15 problems)
2. Week 2: Basic DP (1D) (15 problems)
3. Week 3: GCD, LCM, bit manipulation (20 problems)
4. Week 4: 3 contests + upsolve

Month 5: Contest Strategy & Speed

1 Week 1: A+B fast solving practice
2 Week 2: C problem fighting practice
3 Week 3: 3 Div 3 contests
4 Week 4: Analyze mistakes notebook

Month 6: Push to 1200

1 Week 1: Weak topic revision
2 Week 2: Old unsolved problems
3 Week 3: 3 contests + upsolve
4 Week 4: Final revision & consistency

Total Contest Requirement (0 → 1200)

Division	No. of Contests	Rating Impact
Div 4	8–12	0 → 800/900
Div 3	15–25	800 → 1200
Div 2	5–8 (practice)	1200+
TOTAL	30–40	1200 achievable

Month-wise Division & Question Plan

Month	Division	Must Solve	Try	Contests
Month 1	Div 4	Solve A + B	C optional	4–5 contests
Month 2	Div 4 → Div 3	Solve A + B	C try	5–6 contests
Month 3	Div 3	Solve A + B	C must	6–7 contests
Month 4	Div 3	Solve A + B + C	D try	6–7 contests
Month 5	Div 3	Solve A + B + C	D bonus	5–6 contests
Month 6	Div 3 + Div 2	Div3: A B C	Div2: A B	C (Div2) try	5–6 contests

Weekly Mandatory Rules

• Every week: at least 2 contests (live or virtual)
• After contest: upsolve all A/B/C you missed
• Spend max 40 minutes on one problem
• Maintain a mistake notebook