**Training**:

1. 18 Batch contest training: https://docs.google.com/spreadsheet/ccc?key=0AgxmGhTyi1bmdGExdk9vUzVEdlVDc2ZxeHhBVXBDZ0E

**Algorithm List**:

1. https://docs.google.com/spreadsheet/ccc?key=0ApOUKDqO5e7RdHNaU3ZlbGpaUzd3blMzQTFrV2VadUE#gid=1
2. List of [almost] all algorithms & techniques for programming contests with useful linkshttps://docs.google.com/file/d/1zt5Cj1ht7T9NH06hrs-aXkEedaxLYbnD2VNsjn4YGmzdZyyFC4kENN47OoEu/edit?pli=1

**Problem List**:

1. https://docs.google.com/spreadsheet/ccc?key=0ApOUKDqO5e7RdHo0Q3puZGhfQV9XT0VDSVFLeUtQbUE#gid=0
2. miscellaneous good problems from spoj : https://docs.google.com/document/pub?id=1lYnbb3NA\_\_7KjL5RdGw2UPrHDMhFau6Q\_MfGqY30uo0

**Programming Books**:

1. C The CompleteReference by herverd SCHILT(pdf)http://shafaetsplanet.com/uploads/pdf/c-the-complete-reference-4th-ed.pdf

2. Let us C: http://bit.ly/1nbv9QZ

**Specially for novice coders of 1st year**:

1. www.shafaetsplanet.com/uploads/pdf/c\_tutorial.zip(5 small pdf zipped,very helpful)
2. http://www.cprogramming.com/tutorial.html
3. http://www.cplusplus.com
4. http://sites.google.com/site/smilitude/%E0%A6%AA%E0%A7%8D%E0%A6%B0%E0%A7%8B%E0%A6%97%E0%A7%8D%E0%A6%B0%E0%A6%BE%E0%A6%AE%E0%A6%BF%E0%A6%82 (Read this site for getting inspiration :) )
5. http://www.somewhereinblog.net/blog/ragibhasanblog/29045851 learn sorting,written in very easy language(bangla)
6. Uva easy problem list: http://bidhanr.wordpress.com/2011/03/03/uva-easy-problem-list/
7. Learn about pointers and memory in C: cslibrary.stanford.edu/102/PointersAndMemory.pdf
8. http://sites.google.com/site/smilitude/recursion\_and\_dp For learning Recursion.

**General:**

1. http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=alg\_index
2. http://www.cplusplus.com
3. https://docs.google.com/spreadsheet/ccc?key=0ApOUKDqO5e7RdHNaU3ZlbGpaUzd3blMzQTFrV2VadUE#gid=1
4. https://docs.google.com/spreadsheet/ccc?key=0All4RaX0MxrxdDJNMmE0eWlxZFZFNWtCM2ZBTXJSanc&hl=en\_US#gid=0
5. http://www.cse.univdhaka.edu/~cse304/cms/main/view\_lecture.php
6. Stanford University's Competitive Programming Contests course http://www.stanford.edu/class/cs97si/
7. Huge algorithm list and description http://wcipeg.com/wiki/Special:AllPages
8. Algorithm Tutorialshttp://eternallyconfuzzled.com/jsw\_home.aspx
9. https://www.hackerearth.com/codemonk/

**Graph Theory:**

1. http://goo.gl/dNm37 Graph theory for Dummies
2. Heavy light decomposition http://wcipeg.com/wiki/index.php/Heavy-light\_decomposition
3. LCA with Heavy Light Decomposition http://apps.topcoder.com/forums/;jsessionid=B531FF438584B56802863FD60615FF44?module=Thread&threadID=727702&start=0&mc=5#1455837
4. mst in directed graph: www.ce.rit.edu/~sjyeec/dmst.html
5. printing euler tour: http://www.algorithmist.com/index.php/Euler\_tour
6. Eulerian Path/Circuit,Graph Median,Graph Center http://www.graph-magics.com/algorithms.php
7. http://www.shafaetsplanet.com/planetcoding/?tag=%E0%A6%97%E0%A7%8D%E0%A6%B0%E0%A6%BE%E0%A6%AB-%E0%A6%A5%E0%A6%BF%E0%A6%93%E0%A6%B0%E0%A6%BF Graph theory for beginners.
8. http://www.ics.uci.edu/~dan/class/161/notes/8/Bicomps.html Algorithm to find Biconnected component.

**Mathematics/Probability:**

1. http://www.codechef.com/wiki/tutorial-expectation
2. http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=probabilities
3. http://www.gottfriedville.net/mathprob/index.htm
4. Matrix exponentiation http://zobayer.blogspot.com/2010/11/matrix-exponentiation.html
5. Basic modular arithmetic: http://www.shafaetsplanet.com/planetcoding/?p=936

**Data Structure:**

1. suffix array pdf: www.shafaetsplanet.com/uploads/pdf/SUFF\_AR\_ENG.pdf
2. disjoint set: http://www.shafaetsplanet.com/planetcoding/?p=763
3. Ukkonen algorithm for linear time suffix tree genaretionhttp://stackoverflow.com/questions/9452701/can-someone-please-explain-ukkonens-suffix-tree-algorithm-in-plain-english#9513423
4. Basic Binary Indexed Tree: http://codeforces.com/blog/entry/619
5. Palimdrone Tree: http://codeforces.com/blog/entry/13959 http://adilet.org/blog/25-09-14/

**Dynamic Programming:**

1. http://codeforces.com/blog/entry/325
2. http://acm.zju.edu.cn/forum/viewtopic.php?t=69
3. http://zobayer.blogspot.com/2011/03/dynamic-programming-uva.html
4. http://ahmed-aly.com/UVaAndSPOJ/Category.jsp?CategoryID=33
5. http://www.codeforces.com/problemset/tags/dp
6. http://problemclassifier.appspot.com/index.jsp?search=dp
7. http://acm.timus.ru/problemset.aspx?space=1&tag=dynprog&sort=difficulty
8. http://community.topcoder.com/tc?module=ProblemArchive&sr=&er=&sc=&sd=&class=&cat=Dynamic+Programming&div1l=&div2l=&mind1s=&mind2s=&maxd1s=&maxd2s=&wr=
9. A list of DP problems (topcoder only) https://docs.google.com/spreadsheet/ccc?key=0AtuZuirBMdVlcDFMRTZQTFVOcFpqRnU2LW5RZHZrR1E&hl=en#gid=0

**Greedy:**

**Geometry:**

1. ken university computational geo coursewww.personal.kent.edu/~rmuhamma/Compgeometry/compgeom.html
2. Geo problem list  https://docs.google.com/spreadsheet/ccc?key=0Avbf9q-07MMHdEI4RWhmeXRXQXJNQ09WVWl2TVptalE#gid=0

3. http://geomalgorithms.com/algorithms.html

**Game Theory:**

1. http://bit.ly/1PQCzCA
2. http://community.topcoder.com/tc?module=Static&d1=tutorials&d2=algorithmGames
3. http://sps.nus.edu.sg/~limchuwe/cgt/
4. Thomas S. Ferguson's Homepage ( Some very useful gametheory papers can be found here ) : http://www.math.ucla.edu/~tom/
5. Nim game Example: http://www.suhendry.net/blog/?p=1612

**Others:**

1. UVA problem archive till nov 2009 Offline made by ashis sir(It is a chm file,linux users install ‘xchm’ or any other chm viewer from software center, you can also use ‘apt-get install xchm’)www.shafaetsplanet.com/uploads/pdf/UVa\_Problemset[LastUpdated15Nov09].chm
2. Collection of many useful links and pdf bookshttp://www.shafaetsplanet.com/planetcoding/?p=879
3. Contest list:              http://clist.by/