Contest programming
Dynamic programming

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Practice
Outline

1. Introduction
2. Linear data structures. Long arithmetic.
4. Dynamic programming (practice).
5. Computational geometry. Floating point arithmetic.
7. Algorithms on graphs
8. Algorithms on graphs
9. Practice session
10. Contest
Practice

Solve following set of problems in a group:

1. 00787 – Maximum Sub-sequence Product
2. 00108 – Maximum Sum
3. 10130 – SuperSale
4. 00183 – Bit Maps
5. 10667 – Largest Block
6. 11368 – Nested Dolls
Home reading

Cormen.

1. Recommended
   ▶ Section 15. Dynamic Programming
Literature

Thomas H Cormen.  
*Introduction to algorithms.*  

Steven Halim and Felix Halim.  
*Competitive Programming 3.*  
Lulu Independent Publish, 2013.