Contest programming

Dynamic programming

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2. Linear data structures. Long arithmetic.
3. Greedy and Divide and conquer algorithms. Dynamic programming.
4. Dynamic programming (practice).
5. Computational geometry. Floating point arithmetic.
6. Mathematical and combinatorial problems.
7. Algorithms on graphs
8. Algorithms on graphs
9. Practice session
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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.
MIT press, 2009.

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