Contest programming
Practice

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Organisation

Practice
Outline

1. Introduction
2. Linear data structures. Long arithmetic.
4. Dynamic programming (practice).
6. Simple algorithms on graphs
8. Practice session
9. Contest
Next Week: Contest

- No exercise on Friday
- Contest day: Saturday
- Language Documentation will be available
- Internet is not allowed
- Take as many books as you want
Practice

Solve following set of problems in a group:

1. 12503 – Robot Instructions
2. 00608 – Counterfeit Dollar
3. 12192 – Grapevine
4. 00386 – Perfect Cubes
5. 00532 – Dungeon Master
6. 10074 – Take the Land
7. 00562 – Dividing Coints