



Be a winner.....

Winner Academy of Excellence

Course in Competitive Coding for Placements

Duration: 45 Hours

Curriculum

Module-1

- Basics Of Competitive Coding
- Various type of errors
- Basics of Recursion
- Time Complexity
- Space Complexity
- Language Tools
- STL
- Sorting and Searching Applications
- Binary Search Applications
- Live questions on above topics

Module-2

- Backtracking
- Recursion 2
- Recursion Applications
- Bit Manipulation
- Applications of Bit Manipulation
- Greedy problems
- Greedy Mathematics
- Live Questions on above topics

Module-3

- Modulo Arithmetic
- Applications of Modulo Operations
- Dynamic Programming-1
- Dynamic Programming-2
- DP plus Maths problems
- Segment Tree with Lazy Propagation
- Applications of Segment Tree
- Live questions on the above topics



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Module-4

- Graphs 1
- Graphs 2
- DFS/BFS
- Application of Graphs
- String Processing
- Bitmasking
- DP with Bitmasking
- Game Theory
- Live questions on the above topics

Module-5

- Number Theory-1
- Number Theory-2
- Number Theory-3 and Maths
- Applications of Number Theory
- Computational Geometry
- Applications of Computational Geometry
- Live questions on the above topics

Module-6

- Fenwick Tree
- Applications of Fenwick Tree
- Mixed problems (DP, Graphs etc)
- Heavy Light Decomposition
- Fast Fourier Transform
- Live Questions on above topics