

# ONLINE

# **SUMMER CAMP**

in Competitive Programming 2021

## WHEN?

June 21 - July 2, 2021

#### ECTS?

Yes! 3 ECTS + ITMO Official Certificate

#### FEES?

22,000 RUB (~ 245€)

# **APPLICATION DEADLINE?**

June 10, 2021

## **APPLICATION DOCUMENTS?**

- Copy of your current passport
- CV
- send to Ms. Ekaterina Rassolenko at e.rassolenko@itmo.ru

#### **REQUIREMENTS?**

- Intermediate programming language proficiency (at least 1 language)
- English B1 and higher

#### **REQUIRED PROGRAMS?**

Codeforces, Zoom, IDE for Python, C++ or Java







SUMME	R CAMP ONLINE	SCHEDULE
in Competitive Programming 2021		June 21 — July 2, 2021
JUNE 21 MONDAY	Sorting and Binary Search	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 22 TUESDAY	Dynamic Programming	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 23 WEDNESDAY	Graphs, Depth First Search, Connected Components and Strongly Connected Components	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 24 THURSDAY	Graphs, Shortest Paths, BFS, Dijkstra Algorithms	11:00 – 13:00 Lecture 13:00 – 15:00 Practice
JUNE 25 FRIDAY	Strings, Prefix-function, Z-function, Hashing	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 28 MONDAY	Segment Tree	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 29 TUESDAY	RMQ, LCA, Sparse Table	<b>11:00 – 13:00</b> Lecture <b>13:00 – 15:00</b> Practice
JUNE 30 WEDNESDAY	One topic will be chosen in accordance with students' preferences and skills:  Geometry  Dynamic Programming 2  Minimum Spanning	11:00 – 13:00 Lecture 13:00 – 15:00 Practice
JULY 1 THURSDAY	One topic will be chosen in accordance with students' preferences and skills:  Game Theory, Grundy Theorem, Retroactive Analysis of Cyclic Graphs  Fast Fourier Transform  Suffix Array	11:00 – 13:00 Lecture 13:00 – 15:00 Practice
JULY 2 FRIDAY	One topic will be chosen in accordance with students' preferences and skills:  Last day contest  Maximum Flow Problem	11:00 – 13:00 Lecture 13:00 – 15:00 Practice

NP-completeness and Backtracking