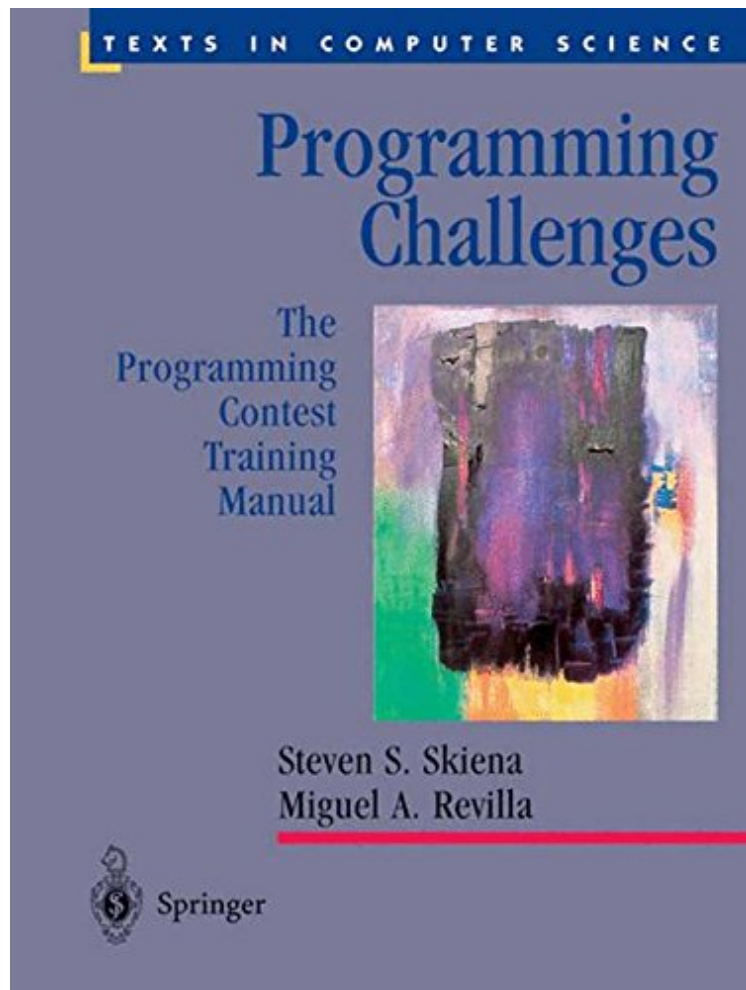


[Mobile pdf] Programming Challenges: The Programming Contest Training Manual (Texts in Computer Science)

Programming Challenges: The Programming Contest Training Manual (Texts in Computer Science)

Steven S Skiena, Miguel A. Revilla
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Steven S Skiena, Miguel A. Revilla : Programming Challenges: The Programming Contest Training Manual (Texts in Computer Science) before purchasing it in order to gage whether or not it would be worth my time, and all praised Programming Challenges: The Programming Contest Training Manual (Texts in Computer Science):

3 of 3 people found the following review helpful. Recreational and good for modern job interviewsBy Reed KotlerThe problems are fun and I see more and more and more of these kinds of programming problems on job interviews these days so it's good to be quick at doing them. Beware though that problems are collected by the author from various sources and some are in my opinion, poor problem statements and you can fail their robots until you realize some part of the weasel wording in the problems. It's part of a game they play in the contests, which is more what this book is

designed for than what I am using it for. On their web site after you pass a problem, you can then work on trying to beat the best time; that's the most fun part for me. 0 of 0 people found the following review helpful. Great book! By PauloHi. My name's Paulo Giovanni and I'm a professor here in Brazil. I teach C/C++ programming and databases. Also, I work with some students that like to take a part in contests. This book is a very good material for teach programming skills to every student, not only for programming challenges. It helps a lot. For those who want to take a part in competitions, it'll help the training, improving the programming skills. Its samples and exercises are great. 25 of 31 people found the following review helpful. Excellent book - several caveats By David Bock First, let me get the caveats out of the way: 1) 'Contest' code like this does not teach nor encourage many of the concepts desirable for large system development. The point is not to have code that is extensible, maintainable, well designed, etc... although there are some good points (see below). 2) This book does not try to 'teach' concepts. That is not the point either (see below). While the book is not 'teaching', it does set a bunch of interesting playing fields in which people can explore, discover, and learn on their own. In this regard, this book is excellent. I am considering using it to lead a study group at work for this reason. While it is not promoting the development of many of the desirable skills I think develops generally need more of, it is promoting the use of requirements, detailed design, and acceptance tests... this is how the projects are specified and graded. Yes, I said graded. This is a really cool feature of the book - there is a website where your solutions can be submitted, and a 'robot' will run and test them, letting you know the results. The way they pull that off is pretty cool. You create an account, and it ranks how well you are doing. If you are interesting in contest coding, if you are looking for some platform on which to lead a study group on algorithms/problem solving, or if you are the kind of person who picks up Games Magazine looking for little problems to solve, this book is for you.

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to tackle them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. To the Reader The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge, available at <http://online-judge.uva.es>. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

"Skiena and Revilla's new book 'Programming Challenges: The Programming Contest Training Manual' is just the ticket for those interested in a jumpstart to the world of contest programming. With special emphasis on the international ACM collegiate contests, the book's best feature is each chapter's pithy introduction that demystifies a particular scheme or algorithmic approach. The ensemble of these explications coupled with the contest strategy guidelines in the appendix can enable a novice to enhance contest results dramatically in a short time simply by solving the suggested exercises in each chapter. Even contest veterans are likely to be able to find a nugget or two in the explanations and strategies. "Presented in a logical order (contest programming has over a dozen different primary attacks), the book guides readers not only through the techniques and algorithms required but also through a huge set of problems that can be used for training. Solutions can be submitted to Valladolid University's online trainer for quick feedback and reinforcement. "If you're the sort who likes to have a single volume that covers the vast majority of a field, you'll love Skiena and Revilla's new tome." --Rob Kolstad, Ph.D., Head Coach, USA Computing Olympiad About the Author Steven S. Skiena is a member of the faculty of computer science at SUNY Stony Brook and is author of many widely used books, including The Algorithm Design Manual. He received the 2001 IEEE Computer Society Undergraduate Teaching Award. Miguel Revilla is a member of the faculty of computer science at the University of Valladolid, Spain. He is official website archivist of the ACM ICPC and creator/maintainer of the primary robot-judge, contest-hosting website.