# **Problem Solving using Computers**

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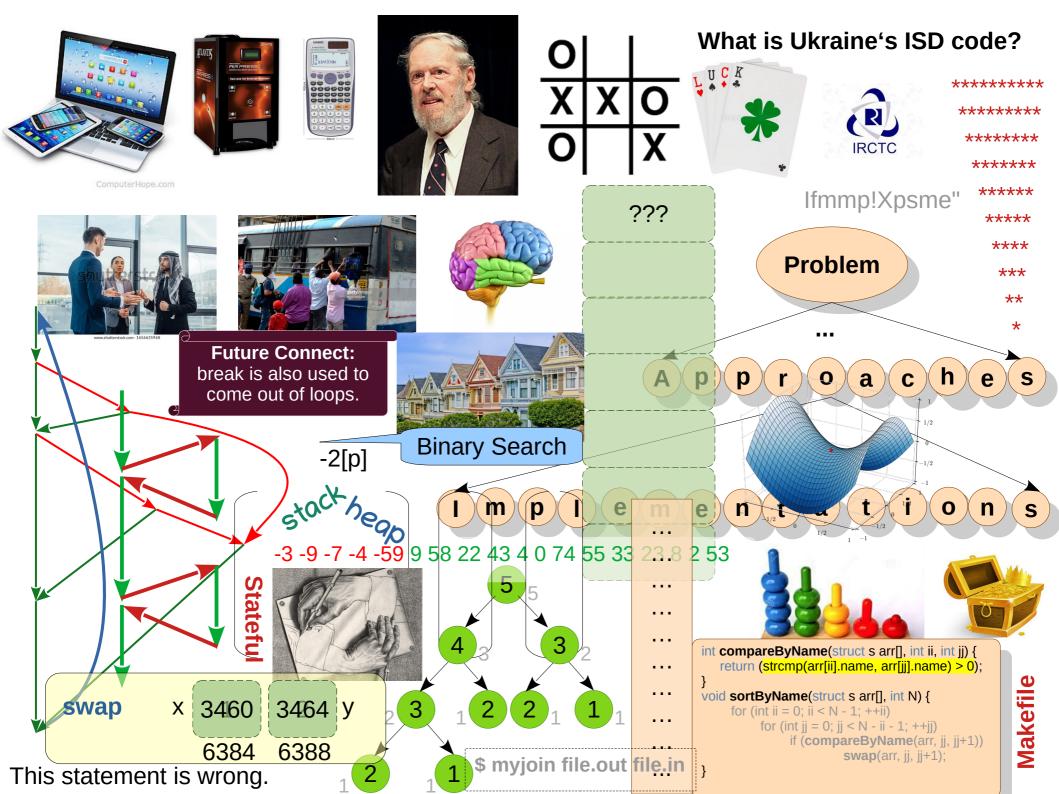
#### **Thanks**

- All the Mentors
- Replit and Online Degree Team
- DCF and our Technical Staff
- Department, Academic Section
- You.

### Placement in Computer Science

- CS1111: Problem Solving and Coding
- CS1200: Proofs, Counting
- CS2200: Computation Theory
- CS2300: Overview of Digital World
- CS2600: Hardware
- CS2700: Efficient Implementation
- CS2800: Algorithms
- CS3100: Ways of Programming
- CS3300: Translation (Programmer and Machine)
- CS3500: Resource Management (User and Machine)

CSIIII is a foundational subject feeding into all the other CS courses.



Week	Problems	Tools
0	Solve equations, find weighted sum.	Data types, expressions, assignments
1	Find max, convert marks to grade.	Conditionals, logical expressions
2	Find weighted sum for all students.	Loops
3	Encrypt and decrypt a secret message.	Character arrays
4	Our first game: Tic-tac-toe	2D arrays
5	Making game modular, reuse.	Functions
6	Find Hemachandra/Fibonacci numbers.	Recursion
7	Encrypt and decrypt many messages.	Dynamic memory, pointers
8	Maintain student records.	Aggregate data types
9	Search and sort student records.	Searching and sorting algorithms
A	Reduce memory wastage.	Linked lists
В	Implement token system in banks.	Queues
С	IRCTC-like ticket booking system	File handling
D	Putting it all together	All the above
	0 1 2 3 4 5 6 7 8 9	Solve equations, find weighted sum. Find max, convert marks to grade. Find weighted sum for all students.  Encrypt and decrypt a secret message.  Our first game: Tic-tac-toe  Making game modular, reuse.  Find Hemachandra/Fibonacci numbers.  Encrypt and decrypt many messages.  Maintain student records.  Maintain student records.  Reduce memory wastage.  Implement token system in banks.  C IRCTC-like ticket booking system

#### Electives at IITM

Theory

Algorithms
Complexity Theory
Cryptography
Graph Theory
Logic

**Systems** 

Architecture
Cloud Computing
Networks
Parallel Processing
Systems Security

AI/ML

Deep Learning
Machine Learning Theory
Natural Language Processing
Pattern Recognition
Reinforcement Learning

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#### **Future Connect**

- Competitive Programming
  - CodeChef, ICPC, Programming Club
- Courses
  - Stream, Honors
- Projects
  - Github Portfolio, Internships, ...
- UGRC / YRF

I want you to

## be a Creator.