CS 3149 - Competitive Learning in Computer Science

In this course, students will work together in small teams to solve graduated problems, similar to those used in programming contests around the world. Approaches to categorizing problems and selecting appropriate data structures and algorithms will be covered, along with types of algorithms for solving problems (brute force, greedy, divide and conquer, dynamic programming). Students will do problem solving in a competitive environment against the clock. May be repeated for credit as topics vary (3 semester credit hours maximum). Prerequisites: (CE 2336 or CS 2336 or TE 2336) with a grade of C or better and CS 3305 with a grade of C or better. (1-0) Y