Technical Workshop Problems

This document contains a structured set of weekly programming problem sets for technical workshop sessions. These are designed to build foundational programming skills and reinforce concepts covered in early computer science coursework.

Week 01

- Hello World!
- Echo Echo Echo
- Take Two Stones
- Sort Two Numbers
- R2

Week 02

- Quadrant Selection
- Metronome
- Jumbo Javelin
- Which is Greater?
- Trick

Week 03

- Quadrant Selection
- Metronome
- Jumbo Javelin

Week 04

- Triangle Area
- Building Pyramids
- Dice Cup
- N-Sum

Week 05

- Number Fun
- Poker Hand
- Square Peg
- Missing Numbers
- Quick Estimates
- Modulo
- Lost Lineup

Week 06

- Reverse
- Canadians, eh?
- Sticky Keys
- Stacking Cups
- Simon Says
- Kleptography

Week 07

- Logic Functions
- Identifying Map Tiles
- Hitting the Targets
- Booking a Room

Week 08

- Secure Doors
- Mjehuric
- Hiding Places

Week 09

- Verify This, Your Majesty
- 2048

Week 10

- Grid

- Spiral Matrix