
tags: - cocubes - plan - two-day

Two-Day Emergency Plan

Use this only when there are about two full study days left. Target 7–8 focused hours each day, with short breaks. If you have fewer hours, preserve the order and reduce question counts, not the review step.

Day 1 — Build the scoring base

Block	Time	Work
1	90 min	[[02_Aptitude/Aptitude_Formula_Sheet
2	120 min	[[03_Technical/Data_Structures
3	90 min	[[03_Technical/Operating_Systems
4	75 min	[[04_Pseudocode/Dry_Run_Method
5	75 min	[[05_Coding/Coding_Playbook
6	30 min	[[06_Gamified_Assessment/Game_Playbook
Review	30 min	Update [[10_Templates/Error_Log

Day 1 completion definition

- You can state the Big-O table without looking.
- You can solve a standard percentage/ratio/work problem in under one minute.
- You can trace a loop with a variable table instead of guessing.
- You can write a clean solution for one array or string problem.

Day 2 — Convert knowledge into marks

Block	Time	Work
1	75 min	[[03_Technical/Embedded_Systems
2	60 min	[[02_Aptitude/English_Methods
3	60 min	[[04_Pseudocode/Pseudocode_Drills
4	120 min	[[08_Timed_Mocks/Mock_01_Questions
5	75 min	Two coding problems: one number/string, one array/hash/sort
6	30 min	Four-game strategy review and calm speed practice
Final review	45 min	[[09_Revision/Last_Hour_Cheat_Sheet

Do not spend these two days on

- advanced dynamic programming, difficult graph algorithms or obscure OS theory;
- long video courses;
- memorising hundreds of vocabulary words;
- repeatedly solving questions you already get right;
- switching programming languages.

[\[\[00_Start_Here/Dashboard|Back to dashboard\]\]](#) · [\[\[01_Plan/Exam_Day_Playbook|Exam-day playbook\]\]](#)