

No	Category	Frequency
1.	Ad Hoc	1-2
2.	Complete Search (Iterative/Recursive)	1-2
3.	Divide and Conquer	0-1
4.	Greedy (usually the original ones)	0-1
5.	Dynamic Programming (usually the original ones)	1-3
6.	Graph	1-2
7.	Mathematics	1-2
8.	String Processing	1
9.	Computational Geometry	1
10.	Some Harder/Rare Problems	1-2
		8-17 ($\approx \leq 12$)

Recent ACM ICPC (Asia) Regional Problem Types