

## Guía Práctica 5 – Backtracking

1 - Resolver en language C++ y obtener **ACCEPTED** en los jueces correspondientes para los siguientes problemas:

- a) Anagram – <http://uva.onlinejudge.org/external/1/195.html>
- b) Prime Ring Problem – <http://uva.onlinejudge.org/external/5/524.html>
- c) KTV – <http://uva.onlinejudge.org/external/112/11218.html>
- d) Knuth's Permutation – <http://uva.onlinejudge.org/external/100/10063.html>
- e) Generating Fast, Sorted Permutation – <http://uva.onlinejudge.org/external/100/10098.html>
- f) So Doku Checker – <http://uva.onlinejudge.org/external/109/10957.html>
- g) Triple-Free Binary Strings – <http://uva.onlinejudge.org/external/111/11127.html>
- h) Tetravex Puzzle – <http://www.spoj.com/problems/TETRAVEX/>
- i) Anagram checker – <http://uva.onlinejudge.org/external/1/148.html>
- j) 8 Queens Chess Problem – <http://uva.onlinejudge.org/external/7/750.html>
- k) su doku – <http://uva.onlinejudge.org/external/9/989.html>
- l) Krypton Factor – <http://uva.onlinejudge.org/external/1/129.html>