

Guía Práctica 3 – STL II

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

- a) Parentheses Balance – <http://uva.onlinejudge.org/external/6/673.html>
- b) Anagram – <http://uva.onlinejudge.org/external/1/195.html>
- c) RLM – <http://www.spoj.com/problems/RLM/>
- d) Hardwood Species – <http://uva.onlinejudge.org/external/102/10226.html>
- e) ID Codes – <http://uva.onlinejudge.org/external/1/146.html>
- f) Encoder and Decoder – <http://uva.onlinejudge.org/external/4/444.html>
- g) Mouse Clicks – <http://uva.onlinejudge.org/external/1/142.html>
- h) Open Source – <http://uva.onlinejudge.org/external/112/11239.html>
- i) Hoax or what – <http://uva.onlinejudge.org/external/111/11136.html>
- j) Word Amalgamation – <http://uva.onlinejudge.org/external/6/642.html>
- k) Word Index – <http://uva.onlinejudge.org/external/4/417.html>
- l) Equation – <http://uva.onlinejudge.org/external/7/727.html>
- m) Ferry Loading III – <http://uva.onlinejudge.org/external/109/10901.html>
- n) Ferry Loading IV – <http://uva.onlinejudge.org/external/110/11034.html>