











## Problemas sugeridos

- 1. AtCoder Beginner Contest 088 Problem D: Repainting
- 2. Codeforces Beta Round #3 Problem A: Shortest path of the king
- 3. OJ 10000 Longest Paths
- 4. OJ 10959 The Party, Part I

## Referências

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- 2. LAAKSONEN, Antti. Competitive Programmer's Handbook, 2018.
- 3. SKIENA, Steven; REVILLA, Miguel. Programming Challenges, 2003.
- 4. Wikipédia, Bellman-Ford algorithm. Acesso em 07/07/2021.
- 5. Wikipédia. L. R. Ford Jr. Acesso em 07/07/2021.
- 6. Wikipédia, Richard E. Bellman. Acesso em 07/07/2021.