

ff	Problem Code	Status	Submit Count	Reading Time(m)	Thinking Time(m)	Coding Time(m)	Debug Time(m)	Total Time(m)	Problem Level /10	By yourself?	Category	1-2 line Comments about your approach is interesting?	Mostafa Category	Category Code	Level	Quality
	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
		This page has the SAME problems in (CF-A to CF-D3). It has problems categories, levels and quality (last 4 columns)														
		Some trainees don't like to train using Blind Order style (CF-A to CF-D3) and prefer Topics-Based style														
		This sheet page is another training style. Determine a category, go ahead and solve in order. Read Info Page. Read end of this page.														
Vanya and Fence	<a href="#">CF677-D2-A</a>							0				<a href="#">C++ Solution Example</a>	adhoc, NA	1	0.5	
Anton and Danik	<a href="#">CF734-D2-A</a>							0				<a href="#">This is from Round 379. Here is the editorial</a>	adhoc, NA	1	0.6	
Petya and Strings	<a href="#">CF112-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Is your horseshoe	<a href="#">CF228-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmead Raafat (Python)</a>	adhoc, NA	1	1	
Team	<a href="#">CF231-D2-A</a>							0				<a href="#">Video Solution - Eng Youssef Ali</a>	adhoc, NA	1	1	
Boy or Girl	<a href="#">CF236-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Beautiful Matrix	<a href="#">CF263-D2-A</a>							0				<a href="#">Video Solution - Eng Samed Hajajla</a>	adhoc, NA	1	1	
Colorful Stones (S	<a href="#">CF265-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmead Raafat (Python)</a>	adhoc, NA	1	1	
Stones on the Tabl	<a href="#">CF266-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmead Raafat (Python)</a>	adhoc, NA	1	1	
Games	<a href="#">CF268-D2-A</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	adhoc, NA	1	1	
Word Capitalizatio	<a href="#">CF281-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Magnets	<a href="#">CF344-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Sereja and Dima	<a href="#">CF381-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Gravity Flip	<a href="#">CF405-D2-A</a>							0				<a href="#">Video Solution - Eng John Gamal</a>	adhoc, NA	1	1	
Police Recruits	<a href="#">CF427-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmead Raafat (Python)</a>	adhoc, NA	1	1	
Black Square	<a href="#">CF431-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmead Raafat (Python)</a>	adhoc, NA	1	1	
Word	<a href="#">CF59-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1	
Night at the Museu	<a href="#">CF731-D2-A</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	adhoc, NA	1	1	
Buy a Shovel	<a href="#">CF732-D2-A</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	adhoc, NA	1	1	
Bear and Big Broth	<a href="#">CF791-D2-A</a>							0				<a href="#">Video Solution - Eng Youssef El Ghareeb</a>	adhoc, NA	1	1	
Good Number	<a href="#">CF365-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc	1	1.5	
Snow Footprints	<a href="#">CF298-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc	1	1.5	
String Task	<a href="#">CF118-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Presents	<a href="#">CF136-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmed Rafaat (Python)</a>	adhoc, NA	1	1.5	
Next Round	<a href="#">CF158-D12-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Twins	<a href="#">CF160-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Dubstep	<a href="#">CF208-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Mountain Scenery	<a href="#">CF218-D2-A</a>							0				<a href="#">Video Solution - Eng John Gamal</a>	adhoc, NA	1	1.5	
Dice Tower	<a href="#">CF225-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	1.5	
Fancy Fence	<a href="#">CF270-D2-A</a>							0				<a href="#">Video Solution - Eng Omar Ashraf</a>	adhoc, NA	1	1.5	
Bit++	<a href="#">CF282-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
IQ Test	<a href="#">CF287-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, NA	1	1.5	
Polo the Penguin &	<a href="#">CF289-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, NA	1	1.5	
Shaass and Oskol	<a href="#">CF294-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, NA	1	1.5	
Yaroslav and Perr	<a href="#">CF296-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, NA	1	1.5	
Even Odds	<a href="#">CF318-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	1.5	
Helpful Maths	<a href="#">CF339-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Ksenia and Pan St	<a href="#">CF382-D2-A</a>							0				<a href="#">Video Solution - Eng Samed Hajajla</a>	adhoc, NA	1	1.5	
Translation	<a href="#">CF41-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Football	<a href="#">CF43-D2-A</a>							0				<a href="#">Video Solution - Eng Belal Abdulnasser (Python)</a>	adhoc, NA	1	1.5	
Anton and Letters	<a href="#">CF443-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Laptops	<a href="#">CF456-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
I Wanna Be the Gr	<a href="#">CF469-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Keyboard	<a href="#">CF474-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Counterexample	<a href="#">CF483-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Calculating Functi	<a href="#">CF486-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Team Olympiad	<a href="#">CF490-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	1.5	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Chewbacca and N	<a href="#">CF514-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	1.5	
Pangram	<a href="#">CF520-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Case of the Zeros	<a href="#">CF556-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Lineland Mail	<a href="#">CF567-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmed Rafaat (Python)</a>	adhoc, NA	1	1.5	
Raising Bacteria	<a href="#">CF579-D2-A</a>							0				<a href="#">Video Solution - Eng Ahmed Rafaat (Python)</a>	adhoc, NA	1	1.5	
Olesya and Rodior	<a href="#">CF584-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Alyona and Numb	<a href="#">CF682-D2-A</a>							0				<a href="#">Video Solution - Eng John Gamal</a>	adhoc, NA	1	1.5	
Free Ice Cream	<a href="#">CF686-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Young Physicist	<a href="#">CF69-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Launch of Collider	<a href="#">CF699-D2-A</a>							0				<a href="#">Video Solution - Eng Samed Hajajla</a>	adhoc, NA	1	1.5	
Brain's Photos	<a href="#">CF707-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Way Too Long Wo	<a href="#">CF71-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Arpa's hard exam	<a href="#">CF742-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Mahmoud and Lori	<a href="#">CF766-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Snacktower	<a href="#">CF767-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Oath of the Night's	<a href="#">CF768-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
New Password	<a href="#">CF770-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Carrot Cakes	<a href="#">CF799-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Panoramix's Predi	<a href="#">CF80-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Is it rated?	<a href="#">CF807-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	1.5	
Die Roll	<a href="#">CF9-D2-A</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	1.5	
Electricity	<a href="#">UVA 12148</a>							0				<a href="#">Learn Calender Leap Year</a>	adhoc, calender, leap year	1	2	p1
Final Standings	<a href="#">TIMUS 1100</a>							0				<a href="#">Stable sort exercise</a>	adhoc, stable sort	1	2	p1
President's Office	<a href="#">CF6-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, stl	1	2	
Sum of Digits	<a href="#">CF102-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Meeting	<a href="#">CF144-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Steps	<a href="#">CF152-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Burglar and Match	<a href="#">CF16-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Growing Mushroom	<a href="#">CF186-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Olympic Medal	<a href="#">CF215-D2-B</a>							0				<a href="#">Video Solution - Eng Ahmed Salah</a>	adhoc, NA	1	2	
Effective Approach	<a href="#">CF227-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	adhoc, NA	1	2	
Roma and Changii	<a href="#">CF262-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Routine Problem	<a href="#">CF337-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Adel</a>	adhoc, NA	1	2	
Jeff and Periods	<a href="#">CF352-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
I.O.U.	<a href="#">CF376-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	adhoc, NA	1	2	
Multitasking	<a href="#">CF384-D2-B</a>							0					adhoc, NA	1	2	
Bear and Strings	<a href="#">CF385-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Inna and New Mat	<a href="#">CF400-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Mashmikh and To	<a href="#">CF415-D2-B</a>							0				<a href="#">Video Solution - Eng Salma Yehia</a>	adhoc, NA	1	2	
Pasha Maximizes	<a href="#">CF435-D2-B</a>							0				<a href="#">Video Solution - Eng Hossam Yehia</a>	adhoc, NA	1	2	
DZY Loves Chemi	<a href="#">CF445-D2-B</a>							0				<a href="#">Video Solution - Eng Hussein Hesham</a>	adhoc, NA	1	2	
Suffix Structures	<a href="#">CF448-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Chat Online	<a href="#">CF469-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Adel</a>	adhoc, NA	1	2	
Coins	<a href="#">CF47-D2-B</a>							0				<a href="#">Video Solution - Eng Samed Hajajla</a>	adhoc, NA	1	2	
OR in Matrix	<a href="#">CF486-D2-B</a>							0					adhoc, NA	1	2	
Vasya and Wrestli	<a href="#">CF493-D2-B</a>							0					adhoc, NA	1	2	
Secret Combinatio	<a href="#">CF496-D2-B</a>							0					adhoc, NA	1	2	
Mr. Kitayuta's Colo	<a href="#">CF505-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Fox And Two Dots	<a href="#">CF510-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Adel</a>	adhoc, NA	1	2	
Pasha and String	<a href="#">CF525-D2-B</a>							0				<a href="#">Video Solution - Eng Hossam Yehia</a>	adhoc, NA	1	2	
Sea and Islands	<a href="#">CF544-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Kefa and Company	<a href="#">CF580-D2-B</a>							0				<a href="#">Video Solution - SolverToBe (Java)</a>	adhoc, NA	1	2	
Kolya and Tanya	<a href="#">CF584-D2-B</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	adhoc, NA	1	2	
Approximating a Circle	<a href="#">CF602-D2-B</a>							0					adhoc, NA	1	2	
Hamming Distance	<a href="#">CF608-D2-B</a>							0					adhoc, NA	1	2	
Petya and Country	<a href="#">CF66-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Bear and Finding C	<a href="#">CF680-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Filya and Homework	<a href="#">CF714-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	
Complete the Word	<a href="#">CF716-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Easter Eggs	<a href="#">CF78-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	adhoc, NA	1	2	
Hopscotch	<a href="#">CF141-D2-B</a>							0					adhoc, NA	1	2	
Physics Practical	<a href="#">CF253-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Little Girl and Game	<a href="#">CF276-D2-B</a>							0				<a href="#">Video Solution - Eng Hossam Yehia</a>	adhoc, NA	1	2	
Painting Eggs	<a href="#">CF282-D2-B</a>							0					adhoc, NA	1	2	
Fence	<a href="#">CF363-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhock, prefix sum	1	2	
Valera and Contest	<a href="#">CF369-D2-B</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	adhoc, NA	1	2	
Han Solo and Lazer	<a href="#">CF514-D2-B</a>							0					adhoc, NA	1	2	
Two Buttons	<a href="#">CF520-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	2	
Tavas and SaDDa	<a href="#">CF535-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	adhoc, NA	1	2	
Preparing Olympia	<a href="#">CF550-D2-B</a>							0				<a href="#">Video Solution - SolverToBe (Java)</a>	adhoc, NA	1	2	
Lovely Palindrome	<a href="#">CF688-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	2	
Anatoly and Cockro	<a href="#">CF719-D2-B</a>							0					adhoc, NA	1	2	
Decoding	<a href="#">CF746-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, NA	1	2	p2
Bear and Friendship	<a href="#">CF791-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	adhoc, NA	1	2	
Keyboard	<a href="#">CF88-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	adhoc, NA	1	2	p2
Kuriyama Mirai's S	<a href="#">CF433-D2-B</a>							0					adhoc, prefix sum	1	2	
Vika and Squares	<a href="#">CF610-D2-B</a>							0					adhoc, prefix sum	1	2	
	<a href="#">CF1237-D12-B</a>							0					adhoc, prefix sum	1	3	p3
Alyona and mex	<a href="#">CF740-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, constructive	1	3	p2
	<a href="#">UVA 11053</a>							0				<a href="#">Find O(n) Solution</a>	adhoc, cycle detection for iterated function	1	3	p1
Karen and Coffee	<a href="#">CF816-D2-B</a>							0					adhoc, prefix sum	1	4	p5
	<a href="#">CF1043-D12-C</a>							0					adhoc, constructive	1	4	p3
	<a href="#">CF1075-D2-C</a>							0					adhoc, constructive, sweep	1	4	p3
	<a href="#">CF1237-D12-C2</a>							0					adhoc, constructive	1	4	p3
Molly's Chemicals	<a href="#">CF776-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc	1	4	p2
Number of Ways	<a href="#">CF466-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc	1	4	p2
	SPOJ TWINSNOW							0				<a href="#">Sol - text clarification</a>	adhoc, canonical form, [unclear text]	1	4	p1
	UVA 10920							0				<a href="#">Sol</a>	adhoc, coordinate systems, math or simulation	1	4	p1
	SRM381-D2-1000							0					adhoc, sorting, [bubble sort]	1	4	p1
Cutting Figure	<a href="#">CF194-D2-C</a>							0					adhoc	1	4	
Hacker, pack your	<a href="#">CF822-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc	1	4	
Greg and Array	<a href="#">CF296-D2-C</a>							0					adhoc, prefix sum	1	4	
	<a href="#">CF1066-D3-E</a>							0					adhoc, string, math	1	4.25	p3
Almost Equal	<a href="#">CF1206-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	adhoc, constructive	1	4.25	p3
Permutations	<a href="#">CF189-D2-C</a>							0				<a href="#">Sol</a>	adhoc	1	4.5	
	SRM274-D1-500							0					adhoc, canonical form, bf or greedy	1	4.5	p2
Array Division	<a href="#">CF808-D2-D</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	adhoc, string prefix	1	4.5	p1
Prime Permutation	<a href="#">CF124-D2-C</a>							0					adhoc, constructive	1	4.5	
Try and Catch	<a href="#">CF195-D2-C</a>							0				<a href="#">Editorial - Eng Ahmed Osama</a>	adhoc, string parsing	1	4.5	
Title	<a href="#">CF59-D2-C</a>							0					adhoc, string parsing	1	4.5	
	<a href="#">CF309-D1-C</a>							0					adhoc, binary search, bitmasks or rmq	1	5	p3
	SPOJ KOMPICI							0					adhoc, bitmasks, [=spoj iitkwpch]	1	5	p3

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Lucky Transform	<a href="#">CF122-D2-D</a>							0					adhoc, impl	1	5	p3
	<a href="#">SPOJ PARSUMS</a>							0				<a href="#">Sol</a>	adhoc, cyclic shifts, partial sum or segment	1	5	p2
	<a href="#">CODECHEF OPPOSIT</a>							0					adhoc	1	5	p2
	<a href="#">SRM321-D1-500</a>							0				See Rushiose's code in arena summary	adhoc, sorting, [print the smallest lexicograp	1	5	p2
Fish Weight	<a href="#">CF298-D2-D</a>							0					adhoc	1	5	
Dividing Island	<a href="#">CF63-D2-D</a>							0					adhoc	1	5	
Median Smoothing	<a href="#">CF591-D2-C</a>							0				<a href="#">Editorial</a>	adhoc, constructive, impl	1	5	
	<a href="#">CF23-D12-C</a>							0					adhoc, sortings, overflow	1	5.25	p3
	<a href="#">CF101589-GYM-F</a>							0				<a href="#">Sol</a>	adhoc	1	5.75	
	<a href="#">Atcoder092-ARC-B</a>							0					adhoc, bitmasks, binary search	1	6	p3
23 out of 5	<a href="#">UVA 10344</a>							0				<a href="#">Video Solution - Eng Mohamed Nasser</a>	backtrack	2	2	
8 Queens Chess F	<a href="#">UVA 750</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	backtrack	2	4	
Graph Coloring	<a href="#">UVA 193</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	backtrack, graph, maximum independent se	2	4	
Safe	<a href="#">CF47-D2-D</a>							0					backtrack, datastructures, impl	2	5	p3
Jimmi's Riddles	<a href="#">UVA 10058</a>							0				<a href="#">Sol</a>	backtrack, expression parsing	3	4	p3
Grammar Evaluati	<a href="#">UVA 622</a>							0				<a href="#">Sol</a>	backtrack, expression parsing, [cnf]	3	5	p4
Help Vasilisa the V	<a href="#">CF143-D2-A</a>							0				<a href="#">Video Solution - Eng John Gamal</a>	bf	5	1.5	
Gerald is into Art	<a href="#">CF560-D2-B</a>							0					bf	5	2	
Simple Game	<a href="#">CF570-D2-B</a>							0					bf	5	2	
Students and Shoe	<a href="#">CF129-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	bf	5	2	
Balls Game	<a href="#">CF430-D2-B</a>							0					bf, two pointers	5	3	p2
Cut Ribbon	<a href="#">CF189-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	bf	5	3	
Searching for Gra	<a href="#">CF402-D2-C</a>							0					bf, constructive	5	3	
Bulls and Cows	<a href="#">CF63-D2-C</a>							0				<a href="#">Sol</a>	bf, impl	5	4	p2
Almost Arithmetica	<a href="#">CF255-D2-C</a>							0					bf	5	4	
Fancy Number	<a href="#">CF118-D2-C</a>							0					bf or greedy	5	4	
Recycling Bottles	<a href="#">CF672-D2-C</a>							0					bf or greedy	5	4	
Devu and Partition	<a href="#">CF439-D2-C</a>							0					bf, constructive, impl	5	4	
Football Champion	<a href="#">CF200-D2-C</a>							0					bf, impl	5	4	
Sereja and Algorith	<a href="#">CF368-D2-C</a>							0					bf, impl	5	4	
Arthur and Table	<a href="#">CF557-D2-C</a>							0					bf, datastructures	5	4.5	
	<a href="#">CF1036-D2-C</a>							0					bf, combinatorics	5	4.5	p2
Matrix	<a href="#">CF365-D2-C</a>							0					bf, math	5	4.5	p1
Removing Column	<a href="#">CF496-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	bf	5	4.5	
	<a href="#">UVA 12261</a>							0					bf, [cases]	5	5	p3
	<a href="#">UVA 10705</a>							0				<a href="#">Sol</a>	bf, prune, binary base, bitmasks	5	5	p3
Lucky Number 2	<a href="#">CF146-D2-D</a>							0					bf, impl or greedy	5	5	p2
Levko and Array R	<a href="#">CF361-D2-C</a>							0					bf or greedy	5	5	p2
	<a href="#">CF1017-D12-D</a>							0					bf, bitmasks or dp_adhoc	5	5.5	p3
	<a href="#">CF621-D2-D</a>							0				<a href="#">Sol</a>	bf, math, logs, [one solution use complex n	5	5.5	p2
	<a href="#">SRM513-D2-1000</a>							0					bf or dp	5	5.5	p2
	<a href="#">CF633-D12-D</a>							0					bf, hashing, impl, [idea that functions like fib	5	5.5	p2
	<a href="#">SRM525-D1-500</a>							0					bf, graph, bitmasks	5	5.5	p3
Pipeline	<a href="#">CF287-D2-B</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	binary search	6	2.5	
Vanya and Lantern	<a href="#">CF492-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	binary search, doubles	6	2.5	p2
Aggressive cows	<a href="#">SPOJ AGGRCOW</a>							0				<a href="#">Video Solution - Eng Youssef El Ghareeb</a>	binary search	6	3	
Hanoi Tower Trout	<a href="#">UVA 10276</a>							0				<a href="#">Video Solution - Eng Mahmoud Adel</a>	binary search or simulation	6	3.5	
The Stern-Brocot T	<a href="#">UVA 10077</a>							0					binary search, gcd	6	3.5	
Magical Boxes	<a href="#">CF270-D2-C</a>							0					binary search, greedy, math, impl	6	4	p3
Image Preview	<a href="#">CF651-D2-D</a>							0					binary search, bf, left-right trick	6	4	p2
Sagheer and Nubi	<a href="#">CF812-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	binary search	6	4	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
The Playboy Chim	<a href="#">UVA 10611</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	binary search	6	4	
Modified GCD	<a href="#">CF75-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	binary search, math	6	4	p2
Dictionary Subseq	<a href="#">SPOJ DICTSUB</a>							0				<a href="#">Sol</a>	binary search, lower bound	6	4.5	p2
Mr. Bender and Sq	<a href="#">CF255-D2-D</a>							0					binary search	6	4.5	p1
	<a href="#">CF1060-D12-C</a>							0					binary search, two pointers, amortized ana	6	5	p3
Multiplication Table	<a href="#">CF448-D2-D</a>							0				<a href="#">Video Solution - Solve to be (Java)</a>	binary search	6	5	p2
Garland	<a href="#">UVA 1555</a>							0				<a href="#">Sol</a>	binary search, math or formula	6	5	p3
	SPOJ ABA12E							0				<a href="#">Sol</a>	binary search, [counting subarrays with sun	6	5.5	p3
Showstopper	<a href="#">SPOJ MSE07E</a>							0				<a href="#">Read SPOJ users' comments about IO. See here</a>	binary search, d&c, [issues in io, seems diff	6	6	p3
	SRM319-D1-500							0					bst, greedy, combinatorics	8	5.5	p2
	SPOJ POSTERIN							0				<a href="#">Sol</a>	datastructures, stack	9	3	p4
Knight Tournament	<a href="#">CF357-D2-C</a>							0					datastructures, set	9	3	
	<a href="#">LiveArchive 8078</a>							0				<a href="#">Sol</a>	datastructures, stack or dp, [count the longe	9	4	p4
Queue	<a href="#">CF92-D2-D</a>							0					datastructures, grid compress	9	4	p2
Thor	<a href="#">CF705-D2-C</a>							0					datastructures, impl	9	4	p2
Database	<a href="#">UVA 1592</a>							0					datastructures, multimap, hashing, bf	9	4	p2
Little Girl and Maxi	<a href="#">CF276-D2-C</a>							0					datastructures, impl, sortings	9	4	
Any and Smartph	<a href="#">CF518-D2-C</a>							0					datastructures, impl	9	4.5	
Lorenzo Von Matte	<a href="#">CF697-D2-C</a>							0					datastructures, impl, trees	9	4.5	
Weird Function	<a href="#">SPOJ WEIRDEN</a>							0				<a href="#">Sol</a>	datastructures, heap, min_max heaps, [rest	9	5	p4
Black Box	<a href="#">UVA 501</a>							0				<a href="#">Sol - Must Read</a>	datastructures, heap, min_max or bbst or sr	9	5	p2
The SetStack Com	<a href="#">LiveArchive 3634</a>							0				<a href="#">Sol</a>	datastructures, sets intersections and union	9	5	p2
	<a href="#">CF899-D2-E</a>							0					datastructures, lists or sets merging	9	5.5	p3
Mike and Feet	<a href="#">CF548-D2-D</a>							0					datastructures, stack or rmq or segment tre	9	5.5	p2
Boxes in a Line	<a href="#">UVA 12657</a>							0				<a href="#">Sol</a>	datastructures, linked list, impl	9	5.5	p1
Expressions	<a href="#">UVA 11234</a>							0				<a href="#">Sol</a>	datastructures, stack & queue	9	6	p2
	UVA 11997							0				<a href="#">Sol</a>	datastructures, heap, [counting subarrays w	9	6.25	p4
Cutting Sticks	<a href="#">UVA 10003</a>							0					dp, [use scanf, you may need to avoid mem	10	3	p2
Dividing coins	<a href="#">UVA 562</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	dp	10	3	
Vacation	<a href="#">UVA 10192</a>							0				Explained in the tutorial videos	dp, lcs	10	3	
Divisibility	<a href="#">UVA 10036</a>							0				<a href="#">Sol</a>	dp, math	10	3	
Longest Match	<a href="#">UVA 10100</a>							0				<a href="#">Sol</a>	dp, lcs	10	3.5	
	<a href="#">CF1057-D12-C</a>							0					dp, 2d grid	10	4	p2
Alternative Thinkin	<a href="#">CF604-D2-C</a>							0					dp or greedy	10	4	p2
String to Palindron	<a href="#">UVA 10739</a>							0				Explained in the tutorial videos	dp	10	4	
Trouble of 13-Dots	<a href="#">UVA 10819</a>							0					dp, [knapsack]	10	4	
Woodcutters	<a href="#">CF545-D2-C</a>							0					dp, dp_memo	10	4	
Counting	<a href="#">UVA 10198</a>							0				<a href="#">Needs Big Integer: Have it in your cpp library or i</a>	dp, graph, cc	10	4	
Given Length and	<a href="#">CF489-D2-C</a>							0					dp, greedy, impl	10	4	
Strategic Defense	<a href="#">UVA 497</a>							0				Explained in the tutorial videos	dp, lis, [direct lis]	10	4	
Hard problem	<a href="#">CF706-D2-C</a>							0					dp	10	4.5	p1
Boredom	<a href="#">CF456-D2-C</a>							0					dp	10	4.5	
Coloring Trees	<a href="#">CF711-D2-C</a>							0				<a href="#">Video Solution - Solver to be</a>	dp	10	4.5	
Again Palindrome	<a href="#">UVA 10617</a>							0				<a href="#">Sol to read</a>	dp	10	4.5	
Scheduling Lectur	<a href="#">UVA 607</a>							0				<a href="#">Sol</a>	dp	10	4.5	
Divide by Three	<a href="#">CF792-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	dp, dp_memo or greedy	10	4.5	
Wavio Sequence	<a href="#">UVA 10534</a>							0				<a href="#">Sol</a>	dp, lis efficient, lis indices or segment tree	10	5	p3
Good Sequences	<a href="#">CF265-D2-D</a>							0					dp, sieve, binary search	10	5	p3
Dima and Salad	<a href="#">CF366-D2-C</a>							0					dp, knapsack	10	5	p2
	<a href="#">CF101-D1-B</a>							0				<a href="#">Sol</a>	dp, datastructures or binary search, impl	10	5	p2
Bubble Sort Graph	<a href="#">CF340-D2-D</a>							0					dp, lis, onlogn, reduce to efficient lis or dp, k	10	5	p2

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
	<a href="#">CF506-D1-A</a>							0					dp, observation	10	5	p2
Barcode	<a href="#">CF225-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	dp	10	5	
Vacations	<a href="#">CF699-D2-C</a>							0					dp	10	5	
Greenhouse Effect	<a href="#">CF270-D2-D</a>							0					dp, lcs, analysis	10	5	
Journey	<a href="#">CF721-D2-C</a>							0					dp, graph or dijkstra	10	5	p2
	<a href="#">CF264-D1-C</a>							0					dp, [non standard]	10	5.5	p4
Cow Program	<a href="#">CF284-D2-D</a>							0					dp, analysis	10	5.5	p3
	<a href="#">CF1066-D3-F</a>							0					dp, cases	10	5.5	p3
Optimal Array Mult	<a href="#">UVA 348</a>							0				<a href="#">Sol</a>	dp, mcm	10	5.5	p3
	SRM569-D2-1000							0					dp, primes	10	5.5	p3
Ilya and Roads	<a href="#">CF313-D2-D</a>							0					dp, tree	10	5.5	p3
	TIMUS 1156							0					dp, bicoloring, is bipartite	10	5.5	p2
Coloring Brackets	<a href="#">CF149-D2-D</a>							0				<a href="#">Sol</a>	dp, dp_conting, dp_ranges	10	5.5	p2
	<a href="#">CF1012-D1-C</a>							0					dp, [non standard]	10	5.5	p2
	<a href="#">CF623-D1-B</a>							0					dp, gcd	10	5.75	p4
	<a href="#">CF1072-D2-D</a>							0					dp, greedy	10	5.75	p3
	<a href="#">CF1025-D2-D</a>							0					dp, d&c	10	6	p2
	<a href="#">FbHkrCup 18-R1-A</a>							0					dp, dp_adhoc, [non standard]	11	5	p2
Kefa and Dishes	<a href="#">CF580-D2-D</a>							0				<a href="#">Video Solution - Solver to be</a>	dp, dp_bitmasks	13	4	p2
Permutations	<a href="#">SPOJ PERMUT1</a>							0					dp, dp_bitmasks	13	4	p2
Assignments	<a href="#">SPOJ ASSIGN</a>							0					dp, dp_bitmasks	13	4	p1
Pebble Solitaire	<a href="#">UVA 10651</a>							0					dp, dp_bitmasks	13	4	p1
	UVA 11825							0				<a href="#">Sol</a>	dp, dp_bitmasks, mask-all-subsets, [direct p	13	5	p2
Nuts for nuts	UVA 10944							0					dp, dp_bitmasks, tsp or bfs, impl	13	5	
Random Task	<a href="#">CF431-D2-D</a>							0					dp, dp_bitmasks, binary search or adhoc	13	5.5	p3
Shopping Trip	UVA 11284							0				<a href="#">Sol</a>	dp, dp_bitmasks, floyd	13	6	
Gone Fishing	<a href="#">UVA 757</a>							0				<a href="#">Sol to read</a>	dp, dp_build_output	15	3	
Make Palindrome	<a href="#">UVA 10453</a>							0				<a href="#">Sol</a>	dp, dp_build_output, [similar to edit distance]	15	3.5	p3
Fast Food	<a href="#">UVA 662</a>							0					dp, dp_build_output	15	4.5	p2
Palindromic Subse	<a href="#">UVA 11404</a>							0					dp, dp_build_output	15	4.5	
Unidirectional TSP	<a href="#">UVA 116</a>							0					dp, dp_build_output	15	4.5	
Changing a String	<a href="#">CF56-D2-D</a>							0					dp, dp_build_output, [edit distance]	15	4.5	
Caesar's Legions	<a href="#">CF118-D2-D</a>							0					dp, dp_counting	18	3	
<a href="#">UnsealTheSafe</a>	SRM354-D2-1000							0					dp, dp_counting	18	3	
k-Tree	<a href="#">CF431-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	dp, dp_counting, dp_trees	18	3.5	
<a href="#">DiceGames</a>	SRM349-D1-500							0					dp, dp_counting	18	4	p2
Flowers	<a href="#">CF474-D2-D</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	dp, dp_counting	18	4.5	p2
	SRM428-D2-1000							0					dp, dp_counting or perm, adhoc	18	5	p2
	SRM144-D1-500							0					dp, dp_counting or math, combinatorics	18	5	
	SRM514-D1-500							0					dp, dp_counting, dp_bitmasks	18	6.25	p4
Little Girl and Maxi	<a href="#">CF276-D2-D</a>							0				<a href="#">See editorials</a>	dp, dp_digit or impl	22	4.5	p1
Roman and Numb	<a href="#">CF401-D2-D</a>							0					dp, dp_digit, dp_bitmasks or adhoc	22	5	p3
Find Pair	<a href="#">CF160-D2-C</a>							0					dp, dp_digit or binary search	22	5	
<a href="#">BagsOfGold</a>	SRM228-D1-500							0					dp, dp_games, minimax	23	3	p3
Bachet's Game	<a href="#">UVA 10404</a>							0				<a href="#">Sol</a>	dp, dp_games	23	3	
<a href="#">RowAndCoins</a>	SRM522-D1-250							0					dp, dp_games, dp_bitmasks or adhoc	23	3	
	<a href="#">CF1033-D12-C</a>							0					dp, dp_games, [harmonic progression]	23	4	p3
<a href="#">EllysCheckers</a>	SRM534-D1-250							0					dp, dp_games, dp_bitmasks or game theory	23	4	
Bag of mice	<a href="#">CF148-D2-D</a>							0					dp, dp_games, dp_probability	23	4.5	p2
The Game of 31	<a href="#">UVA 10578</a>							0				<a href="#">Sol</a>	dp, dp_games	23	4.5	
Find the Winning N	<a href="#">UVA 10111</a>							0				<a href="#">Sol</a>	dp, dp_games or backtrack, minmax (alph	23	5.5	p3

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Tennis contest	<a href="#">UVA 12457</a>							0				<a href="#">Sol</a>	dp, dp_probability or probability	29	3.5	
First Digit Law	<a href="#">CF54-D12-C</a>							0					dp, dp_probability	29	4	p2
France '98	<a href="#">UVA 542</a>							0				<a href="#">Sol</a>	dp, dp_probability, [=pku 3071]	29	4.5	p3
Bad Luck Island	<a href="#">CF540-D2-D</a>							0					dp, dp_probability	29	4.5	p2
<a href="#">TestBettingStrategy</a>	SRM339-D1-500							0					dp, dp_probability	29	4.5	p2
Dice Throwing	<a href="#">UVA 10759</a>							0				<a href="#">Sol</a>	dp, dp_probability, counting style	29	4.5	p2
Wizards and Huge	<a href="#">CF168-D2-D</a>							0					dp, dp_probability	29	4.5	
	<a href="#">CF28-D12-C</a>							0					dp, dp_probability, combinatorics or adhoc	29	5	p3
Check the difficulty	<a href="#">PKU 2151</a>							0				<a href="#">Sol</a>	dp, dp_probability	29	5	p3
	<a href="#">CF16-D2-E</a>							0					dp, dp_probability, dp_table, masks	29	5	p3
Let's Dance	<a href="#">UVA 10218</a>							0				<a href="#">Sol</a>	dp, dp_probability or combinatorics	29	5	p1
Tribbles	<a href="#">UVA 11021</a>							0				<a href="#">Sol</a>	dp, dp_probability, dp_table, [independence]	29	5.5	p3
Collecting Bugs	<a href="#">PKU 2096</a>							0				<a href="#">Sol</a>	dp, dp_probability or math, [hard text for fev	29	5.5	p2
Winning Streak	<a href="#">UVA 11176</a>							0				<a href="#">Sol</a>	dp, dp_probability	29	6	
Creating Palindrom	<a href="#">UVA 11753</a>							0				<a href="#">Video Solution - Eng Aya Elymany</a>	dp, dp_ranges, lcs or backtrack	32	4.5	p3
	<a href="#">CF101294-GYM-I</a>							0				<a href="#">Sol</a>	dp, dp_ranges	32	4.5	p1
	SRM441-D1-250							0					dp, dp_ranges, [consecutive ranges, cyclic p	32	5	p2
	SRM536-D2-1000							0					dp, dp_ranges, [consecutive ranges]	32	5	p1
<a href="#">MessageMess</a>	SRM149-D1-500							0					dp, dp_ranges, impl, [consecutive ranges]	32	5	
	SRM555-D2-1000							0					dp, dp_ranges, [consecutive ranges]	32	5	
	SRM558-D1-250							0					dp, dp_ranges, [consecutive ranges] or bf	32	5.5	p2
Exploring Pyramid	<a href="#">UVA 1362</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	dp, dp_ranges	32	5.5	
Brackets sequence	<a href="#">UVA 1626</a>							0				<a href="#">Sol</a>	dp, dp_ranges	32	5.5	
	SRM509-D1-500							0					dp, dp_ranges, floyd, [cases]	32	6	p4
	<a href="#">UVA 507</a>							0					dp, dp_subrectangle, 1d, [more direct uva 1	36	3	
	<a href="#">UVA 10667</a>							0					dp, dp_subrectangle, 2d	36	3	
Big Maximum Sum	<a href="#">CF75-D2-D</a>							0					dp, dp_subrectangle, 2d, [actually greedy vi	36	5	p2
	SPOJ FISHES							0				<a href="#">Sol</a>	dp, dp_subrectangle, 2d, observations, dot	36	5.5	p3
Reberland Linguist	<a href="#">CF667-D2-C</a>							0					dp, dp_table	37	4.5	p3
Red-Green Towers	<a href="#">CF478-D2-D</a>							0					dp, dp_table, dp_roll	37	5	p3
Cunning Gena	<a href="#">CF418-D1-B</a>							0					dp, dp_table, dp_roll, dp_bitmasks, sortings	37	5.5	p4
	ZOJ 3305							0				<a href="#">Sol</a>	dp, dp_table or dp_bitmasks, all submasks	37	5.5	p4
An overnight dance	<a href="#">CF814-D2-D</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	dp, dp_trees, geometry or greedy	38	5	p3
	<a href="#">CF161-D12-D</a>							0				<a href="#">Reading: DP on Trees</a>	dp, dp_trees or dsu-on-trees	38	5	p2
Vertex Cover	<a href="#">SPOJ PT07X</a>							0				<a href="#">Sol</a>	dp, dp_trees	38	5	
	<a href="#">CF337-D2-D</a>							0				<a href="#">Sol</a>	dp, dp_trees or diameter like, [tricky to guess	38	5.5	p4
Chloe and pleasant	<a href="#">CF743-D2-D</a>							0					dp, dp_trees	38	5.5	p2
	Timus 1362							0				<a href="#">Sol</a>	dp, dp_trees or greedy	38	5.5	p2
	UVA 1218							0				<a href="#">Sol</a>	dp, dp_trees, [vertex cover related]	38	5.75	p2
Playing Cubes	<a href="#">CF257-D2-B</a>							0					game theory, greedy	41	2.5	
Euclid's Game	<a href="#">UVA 10368</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	game theory, gcd, dfs or pattern, [why each	41	3.5	p2
	<a href="#">CF1220-D12-C</a>							0					game theory, adhoc	41	3.5	p2
Alice and Bob	<a href="#">CF347-D2-C</a>							0				<a href="#">Video Solution - Eng Mohamed Nasser</a>	game theory, gcd	41	4	p1
Win or Freeze	<a href="#">CF151-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	game theory, divisors, greedy	41	4	p1
Brownie Points	<a href="#">UVA 10865</a>							0				<a href="#">Video Solution - Eng Magdy Hasan</a>	geometry	45	2	p1
	SRM436-D2-500							0					geometry, [slopes comparison]	45	3	p1
Points in Figures: I	<a href="#">UVA 476</a>							0					geometry	45	3	
Watering Flowers	<a href="#">CF617-D2-C</a>							0					geometry, bf	45	3	
Pouring Rain	<a href="#">CF667-D2-A</a>							0					geometry, physics	45	3	
Fourth Point !!	<a href="#">UVA 10242</a>							0				<a href="#">Video Solution - Eng Magdy Hasan</a>	geometry, vectors addition	45	3	
Captain Marmot	<a href="#">CF474-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	geometry, check square, point rotation, bf	45	3.5	p2



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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Overlapping Recta	<a href="#">UVA 460</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	geometry	45	3.5	
Xrange's Pancake	<a href="#">HACKR xrange-and-piz</a>							0				<a href="#">Sol</a>	geometry, adhoc	45	4	p2
	<a href="#">HACKR a-circle-and-a-s</a>							0					geometry, ccw, parametric equ, in circle	45	4	p2
	SPOJ FACENEMY							0				<a href="#">Sol</a>	geometry, angles, precision	45	4	p1
k-Multiple Free Se	<a href="#">CF275-D2-C</a>							0					geometry	45	4	
Gerald's Hexagon	<a href="#">CF560-D2-C</a>							0					geometry	45	4	
View Angle	<a href="#">CF257-D2-C</a>							0				<a href="#">Editorial - Eng Ahmed Osama</a>	geometry, angles	45	4	
Watchmen	<a href="#">CF651-D2-C</a>							0					geometry, datastructures	45	4	
Bicycle Race	<a href="#">CF659-D2-D</a>							0					geometry, impl, [very nice, o(1) and o(n) sol	45	4.5	p3
Pyramids	<a href="#">SPOJ PIR</a>							0				<a href="#">Sol</a>	geometry, formula or matrix determinant	45	4.5	p1
Pythagorean Triple	<a href="#">CF707-D2-C</a>							0					geometry, triangles, formula	45	4.5	p2
	<a href="#">SPOJ BILLIARD</a>							0				<a href="#">Sol</a>	geometry, angles, physics	45	5	
Cupboard and Ball	<a href="#">CF342-D2-C</a>							0					geometry	45	5	p3
	<a href="#">CF1064-D2-E</a>							0					geometry, binary search, interactive	45	5	p3
	<a href="#">CF961-D12-D</a>							0					geometry	45	5	p2
	<a href="#">CF101917-D12-E</a>							0					geometry, [ppl scared in contest, but easy]	45	5	p2
	<a href="#">CF552-D2-D</a>							0					geometry, bf, counting, treemaps	45	5	p2
	<a href="#">CF1016-D2-E</a>							0					geometry, binary search	45	5	p2
	<a href="#">CF1058-D2-D</a>							0					geometry, triangles, number theory	45	5	p2
	UVA 1342							0				<a href="#">Sol</a>	geometry, plane graph	45	5	
	<a href="#">CF101864-GYM-L</a>							0				<a href="#">Sol</a>	geometry, binary search or bf, greedy	45	5.5	p3
	<a href="#">CF80-D2-D</a>							0					geometry, probability or algebra	45	5.5	p2
	UVA 11648							0				<a href="#">Sol</a>	geometry, trapezoid formula, binary search	45	6	p2
	UVA 1333							0				<a href="#">Sol - Text/Background Clarification</a>	geometry, triangles, angles, parallelogram li	45	6	p1
Hit Ball	<a href="#">CF203-D2-D</a>							0					geometry, 3d, impl, math, [physics, kinemat	46	5	p2
	UVA 453							0				<a href="#">Learn Handling Precisions</a>	geometry, circles, [direct circle intersection,	47	2	
Wifi Access	<a href="#">UVA 12748</a>							0				<a href="#">Sol</a>	geometry, circles, distances	47	2	
Rings and Glue	<a href="#">UVA 10301</a>							0				<a href="#">Sol</a>	geometry, circles, dsu	47	3	p1
Square Pegs And	<a href="#">UVA 356</a>							0				<a href="#">Sol to read</a>	geometry, circles	47	3	
The Circumference	<a href="#">UVA 438</a>							0				<a href="#">Sol</a>	geometry, circles	47	3	
Points in Figures: f	<a href="#">UVA 477</a>							0				<a href="#">Sol</a>	geometry, circles	47	3.5	
Special Olympics	<a href="#">CF199-D2-B</a>							0					geometry, circles, impl	47	4	
Biathlon	<a href="#">CF84-D2-C</a>							0					geometry, circles, impl	47	4	
Packing polygons	<a href="#">UVA 10005</a>							0				<a href="#">Sol</a>	geometry, circles, polygon, [polyon inside p	47	5	p4
	SRM473-D1-500							0					geometry, circles, triangles, thales' theorem	47	5	p3
	<a href="#">SPOJ ALIENS</a>							0				<a href="#">Sol - Practice on min enclosing circle</a>	geometry, circles, min enclosing circle, [=sp	47	5	p2
	<a href="#">CF1059-D2-D</a>							0					geometry, circles, binay search	47	5.25	p3
	<a href="#">HACKR house-location</a>							0				<a href="#">Sol</a>	geometry, circles, algebra, impl	47	5.5	p3
	UVA 10180							0				<a href="#">Sol</a>	geometry, circles, tangents, point on segme	47	5.5	p2
Railway	<a href="#">UVA 10263</a>							0				<a href="#">Sol to read</a>	geometry, lines, distances, [=uva 460]	48	3	p3
Lining Up	<a href="#">UVA 270</a>							0				<a href="#">Video Solution - Eng Mohamed Nasser. Don't Co</a>	geometry, lines, line up	48	3	p3
Campus Roads	<a href="#">UVA 11473</a>							0				<a href="#">Sol</a>	geometry, lines, distances, impl	48	3	p2
Polyline	<a href="#">CF617-D2-D</a>							0					geometry, lines, impl	48	3	
Jack Straws	<a href="#">UVA 273</a>							0				<a href="#">Sol</a>	geometry, lines, intersection, shortest path	48	3	
Isolated Segments	<a href="#">UVA 11343</a>							0				<a href="#">Sol</a>	geometry, lines, intersections	48	3	
Intersecting Lines	<a href="#">UVA 378</a>							0					geometry, lines	48	3.5	
	SRM373-D2-1000							0				<a href="#">Sol</a>	geometry, lines, lines intersection, rectangle	48	4	
Intersecting Line S	<a href="#">UVA 866</a>							0				<a href="#">Sol</a>	geometry, lines, intersections	48	4	
	SRM368-D1-500							0				<a href="#">Sol</a>	geometry, lines, polyline intersection, bf, na	48	4	
Gleaming the Cubi	<a href="#">UVA 737</a>							0				<a href="#">Sol</a>	geometry, lines, intersections	48	4	
Water Falls	<a href="#">UVA 833</a>							0				<a href="#">Sol</a>	geometry, lines, distances, adhoc	48	4	p3



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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
How Many Points	<a href="#">UVA 10790</a>							0				<a href="#">Sol</a>	geometry, lines, intersections, counting, for	48	4	p1
River Crossing	<a href="#">UVA 10514</a>							0				<a href="#">Sol</a>	geometry, lines, distances, floyd	48	5	
<a href="#">BestTriangulation</a>	<a href="#">SRM278-D2-500</a>							0					geometry, polygon, area, [just triangle area	49	2	
Triangle	<a href="#">CF408-D2-C</a>							0					geometry, polygon	49	4	
	<a href="#">UVA 11665</a>							0				<a href="#">Sol</a>	geometry, polygon, pip, polygons intersecti	49	4	
	<a href="#">TIMUS 1599</a>							0				<a href="#">Sol</a>	geometry, polygon, pip, winding numbers, [r	49	4.5	p1
	<a href="#">UVA 881</a>							0				<a href="#">Sol</a>	geometry, polygon, pip, polygons inside pol	49	4.5	
	<a href="#">CF340-D2-B</a>							0					geometry, polygon, bf	49	5	p2
Volatile Kite	<a href="#">CF801-D2-D</a>							0				<a href="#">Sol</a>	geometry, polygon, binary search	49	5	p2
Polygons	<a href="#">UVA 137</a>							0				<a href="#">Sol</a>	geometry, polygon, pip, intersections or con	49	5.5	p3
Area	<a href="#">TJU 1011</a>							0				<a href="#">Sol</a>	geometry, polygon, pick's theorem	52	4.5	p1
Trees on My Island	<a href="#">UVA 10088</a>							0					geometry, polygon, pick's theorem, gcd	52	5	
	<a href="#">LIVEARCHIVE 2831</a>							0				<a href="#">Use polygon cut</a>	geometry, polygon, polygon cut	53	4	
Video Surveillance	<a href="#">UVA 588</a>							0				<a href="#">Use polygon cut</a>	geometry, polygon, polygon cut or adhoc	53	6	p5
The Skyline Problem	<a href="#">UVA 105</a>							0					greedy, geometry		3	
Marcus	<a href="#">UVA 10452</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	graph	55	3	
Trees on the level	<a href="#">UVA 122</a>							0				<a href="#">Video Solution - SolverToBe (Java)</a>	graph, trees	55	3	
PT07Z	<a href="#">SPOJ PT07Z</a>							0				<a href="#">Sol</a>	graph, tree diameter	55	3	
Roads in the North	<a href="#">UVA 10308</a>							0				<a href="#">Sol</a>	graph, tree diameter	55	3	
	<a href="#">CF1068-D2-C</a>							0					graph, adhoc	55	4	p2
Eternal Victory	<a href="#">CF61-D2-D</a>							0					graph, greedy	55	4	p2
Is It A Tree?	<a href="#">UVA 615</a>							0					graph, trees	55	4	p1
Mahmoud and Ehab	<a href="#">CF959-D2-C</a>							0				<a href="#">Video Solution - Eng Mohamed Salah</a>	graph, trees, constructive	55	4	
Central Post Office	<a href="#">UVA 12379</a>							0				<a href="#">Sol</a>	graph, tree diameter	55	4	
The Tree Root	<a href="#">UVA 10459</a>							0				<a href="#">Sol</a>	graph, tree diameter	55	4.5	p3
Xor-tree	<a href="#">CF430-D2-C</a>							0					graph, bf	55	5	
Renting Bikes	<a href="#">CF363-D2-D</a>							0					graph, cycle, greedy	55	5	
Regular Bridge	<a href="#">CF550-D2-D</a>							0					graph, prove using e.g. scc	55	5	
	<a href="#">CF486-D2-D</a>							0					graph, trees, dfs, prefix sum or dp_trees	55	5.5	p5
Cycles	<a href="#">CF233-D2-C</a>							0					graph, cycle	55	5.5	p3
	<a href="#">CF459-D2-E</a>							0					graph, dp, sortings	55	5.5	p3
	<a href="#">CF1060-D12-D</a>							0					graph, greedy	55	5.5	p3
	<a href="#">UVA 10982</a>							0				<a href="#">Sol</a>	graph, greedy, [close to max cut]	55	5.5	p3
	<a href="#">CF592-D2-D</a>							0					graph, tree diameter	55	5.5	p3
BITMAP - Bitmap	<a href="#">SPOJ BITMAP</a>							0				<a href="#">Editorial</a>	graph, bfs, multisrc, multidest	57	3	p3
Pouring water	<a href="#">SPOJ POUR1</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	graph, bfs	57	3	
Jugs	<a href="#">UVA 571</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	graph, bfs	57	4	p1
Tic-Tac-Toe ( I )	<a href="#">SPOJ TOE1</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	graph, bfs	57	4	
Tic-Tac-Toe ( II )	<a href="#">SPOJ TOE2</a>							0				<a href="#">Video Solution - Eng Essam AlNaggar</a>	graph, bfs	57	4	
Knight Moves	<a href="#">UVA 439</a>							0				<a href="#">Video Solution - Eng Magdy Hasan</a>	graph, bfs, chess or dfs	57	4	
King's Path	<a href="#">CF242-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	graph, bfs	57	4.5	
Theseus and labry	<a href="#">CF676-D2-D</a>							0					graph, bfs, impl	57	4.5	p2
Wandering Queen	<a href="#">SPOJ QUEEN</a>							0				<a href="#">Sol to read</a>	graph, bfs	57	4.5	p1
Restore Graph	<a href="#">CF404-D2-C</a>							0					graph, bfs	57	4.5	
Key Task	<a href="#">SPOJ CERC07K</a>							0					graph, bfs, bitmask	57	4.5	
Cleaning Robot	<a href="#">SPOJ CLEANRBT</a>							0					graph, bfs, bitmask or bfs preprocess then c	57	4.5	
	<a href="#">UVA 10888</a>							0					graph, bfs, dp or weighted matching	57	5	p3
Text Editor	<a href="#">CF253-D2-C</a>							0					graph, bfs or greedy, [search in 2d grid]	57	5	p2
Tobo or not Tobo	<a href="#">SPOJ ANARC08A</a>							0				<a href="#">Sol</a>	graph, bfs, trie, hashing or meet in middle	57	5	
	<a href="#">CF1005-D3-F</a>							0					graph, bfs	57	5.25	p2
	<a href="#">TIMUS 1498</a>							0					graph, bfs, [chess, tricky cases]	57	5.5	p2

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
	UVA 11573							0				<a href="#">Learn 0/1 BFS</a>	graph, bfs, 0/1 bfs, [~spo] kaththi]	57	5.5	p2
	<a href="#">CF787-D2-C</a>							0					graph, bfs, cyclic games	57	5.5	p1
	<a href="#">CF811-D2-D</a>							0					graph, bfs, interactive	57	6	p2
	UVA 10461							0					graph, dfs, [finish computation times]	60	3	p1
Roads in Berland	<a href="#">CF25-D2-C</a>							0					graph, dfs	60	4	p2
Party	<a href="#">CF116-D2-C</a>							0					graph, dfs	60	4	p1
Forming Teams	<a href="#">CF216-D2-B</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	graph, dfs	60	4	
Block Tower	<a href="#">CF327-D2-D</a>							0					graph, dfs	60	4	
Soldier and Cards	<a href="#">CF546-D2-C</a>							0					graph, dfs	60	4	
Kefa and Park	<a href="#">CF580-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	graph, dfs	60	4	p2
Maze	<a href="#">CF378-D2-C</a>							0					graph, dfs, [reverse thinking]	60	4.5	p1
Exchange Rates	<a href="#">UVA 10113</a>							0					graph, dfs, impl	60	4.5	p1
Ice Cave	<a href="#">CF540-D2-C</a>							0					graph, dfs	60	4.5	
Ordering	<a href="#">UVA 872</a>							0				<a href="#">Sol</a>	graph, dfs	60	4.5	
Directed Roads	<a href="#">CF711-D2-D</a>							0					graph, dfs, combinatorics, formula	60	5	p3
	SPOJ BIA							0				<a href="#">Sol</a>	graph, dfs or directed articulation points alg	60	5	p2
Choosing Capital f	<a href="#">CF219-D2-D</a>							0					graph, dfs or dp_trees	60	5	
	<a href="#">CF1075-D2-D</a>							0					graph, dfs, interactive	60	5.5	p3
Infinite Maze	<a href="#">CF197-D2-D</a>							0					graph, dfs	60	5.5	
Cycle in Graph	<a href="#">CF263-D2-D</a>							0					graph, dfs	60	5.5	
T-decomposition	<a href="#">CF237-D2-D</a>							0					graph, dfs, greedy	60	5.5	
Robbery	<a href="#">UVA 707</a>							0				<a href="#">Sol</a>	graph, dfs or dp	60	5.75	
Persistent Bookca	<a href="#">CF707-D2-D</a>							0				<a href="#">Sol</a>	graph, dfs, bitset or persistent segment tree	60	6	p3
Modular Arithmeti	<a href="#">CF604-D2-D</a>							0				<a href="#">Sol</a>	graph, dfs, fermat, [rearrangement property	60	6	p2
The Seasonal War	<a href="#">UVA 352</a>							0				<a href="#">Video Solution - Eng Mohamed Nasser</a>	graph, dfs, flood-fill	61	2	
Battleships	<a href="#">UVA 11953</a>							0				<a href="#">Video Solution - Eng Aya Elymany</a>	graph, dfs, flood-fill	61	3.5	
Maze Exploration	<a href="#">UVA 784</a>							0				<a href="#">Video Solution - Eng Mahmoud Adel</a>	graph, dfs, flood-fill	61	3.5	
Continents	<a href="#">UVA 11094</a>							0				<a href="#">Video Solution - Eng Ayman Salah</a>	graph, dfs, flood-fill	61	4	
	SRM297-D1-500							0					graph, dfs, flood-fill or bfs, bf	61	5	p3
Equivalent Strings	<a href="#">CF560-D2-D</a>							0				<a href="#">Sol to learn</a>	graph, dfs, isomorphism or d&c, hashing	62	4	p2
Subway tree syste	<a href="#">LIVEARCHIVE 2935</a>							0				<a href="#">Sol</a>	graph, dfs, isomorphism, canonical form or	62	4.5	p4
Hierarchy	<a href="#">SPOJ MAKETREE</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	graph, dfs, topological sort	63	2	
Ordering Tasks	<a href="#">UVA 10305</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	graph, dfs, topological sort	63	3	
	SRM419-D2-1000							0					graph, dfs, topological sort, cycles	63	4	
Spreadsheet	<a href="#">UVA 196</a>							0				<a href="#">Sol</a>	graph, dfs, topological sort or dp	63	4	p3
Rankings	<a href="#">UVA 12263</a>							0				<a href="#">Sol</a>	graph, dfs, topological sort	63	4	p2
Pick up sticks	<a href="#">UVA 11686</a>							0				<a href="#">Sol</a>	graph, dfs, topological sort, detect cycles	63	4	
	SRM550-D2-1000							0					graph, dfs, topological sort	63	5	p3
Robot Rapping Re	<a href="#">CF645-D12-D</a>							0					graph, dfs, topological sort, binary search	63	5	p3
Gifts by the List	<a href="#">CF681-D2-D</a>							0					graph, dfs, topological sort, impl	63	5	p2
Sagheer and Kind	<a href="#">CF812-D2-D</a>							0				<a href="#">Sol</a>	graph, dfs, topological sort or euler, [https://	63	6	p4
Shopping	<a href="#">SPOJ SHOP</a>							0					graph, dijkstra	64	3	
Sending email	<a href="#">UVA 10986</a>							0					graph, dijkstra	64	3	
MELE3	<a href="#">SPOJ MELE3</a>							0				<a href="#">Sol</a>	graph, dijkstra	64	4.5	
Roads	<a href="#">SPOJ ROADS</a>							0				<a href="#">Sol</a>	graph, dijkstra or dp	64	4.5	p3
Lift Hopping	<a href="#">UVA 10801</a>							0					graph, dijkstra	64	4.5	
	UVA 10740							0				<a href="#">Sol</a>	graph, dijkstra, kth sp. [k <= 10]	64	5	p3
Volleyball	<a href="#">CF96-D2-D</a>							0					graph, dijkstra, 2 dijkstra	64	5	p3
	UVA 12047							0				<a href="#">Sol</a>	graph, dijkstra	64	5.5	p3
	UVA 10342							0				<a href="#">Sol - read the statement clarification</a>	graph, dijkstra, kth sp (k=2) or floyd	64	5.5	p3
Hotel booking	UVA 11635							0				<a href="#">Sol</a>	graph, dijkstra	64	5.5	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
IP-TV	UVA 1174							0					graph, dsu	65	2	
Count the Faces.	<a href="#">UVA 10178</a>							0				<a href="#">Read first Euler Formula</a>	graph, dsu or dfs, cycles	65	4	p2
Learning Language	<a href="#">CF278-D2-C</a>							0					graph, dsu	65	4	
Virtual Friends	<a href="#">UVA 11503</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	graph, dsu	65	4	
Almost Union-Find	UVA 11987							0				<a href="#">Sol</a>	graph, dsu	65	4.5	p3
Cthulhu	<a href="#">CF104-D2-C</a>							0					graph, dsu	65	4.5	
The Child and Zoo	<a href="#">CF437-D2-D</a>							0					graph, dsu	65	5	
Mahmoud and a D	<a href="#">CF766-D2-D</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	graph, dsu, [offline processing]	65	5	p3
	<a href="#">CF1012-D1-B</a>							0					graph, dsu	65	5.25	p2
	UVA 12128							0					graph, dsu, dijkstra like or binary search, bf	65	5.5	p2
Connected Comp	<a href="#">CF292-D12-D</a>							0					graph, dsu	65	5.75	p3
Trip Routing	<a href="#">UVA 186</a>							0				<a href="#">Sol</a>	graph, floyd, path print	68	4	p3
Numbering Paths	<a href="#">UVA 125</a>							0				<a href="#">Sol</a>	graph, floyd, paths counting	68	4.5	p5
Frogger	<a href="#">UVA 534</a>							0				<a href="#">Sol</a>	graph, floyd, minimax or dsu	68	4.5	p4
Travel in Desert	<a href="#">UVA 10816</a>							0				<a href="#">Sol</a>	graph, floyd, binary search	68	4.5	
Identifying Concur	<a href="#">UVA 334</a>							0					graph, floyd	68	4.5	
Greg and Graph	<a href="#">CF296-D2-D</a>							0					graph, floyd	68	5	p2
Dima and Bacteria	<a href="#">CF400-D2-D</a>							0					graph, floyd, dfs	68	5	p2
AlgoRace	<a href="#">CF189-D2-D</a>							0				<a href="#">Sol</a>	graph, floyd	68	5.25	p4
Antifloyd	<a href="#">UVA 10987</a>							0				<a href="#">Sol</a>	graph, floyd, antifloyd	68	5.5	p4
Unique World	<a href="#">UVA 10448</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	graph, floyd, dp	68	5.5	p2
Arbitrage	<a href="#">UVA 104</a>							0				<a href="#">Sol</a>	graph, floyd	68	6.25	p2
Potholders	<a href="#">SPOJ POTHOLE</a>							0				<a href="#">Sol</a>	graph, max-flow	71	3	
Power Transmissi	<a href="#">UVA 10330</a>							0				<a href="#">Sol</a>	graph, max-flow, vertex constraints	71	4	
The Problem with t	<a href="#">UVA 10092</a>							0					graph, max-flow, [direct bipartite is slow]	71	4.5	p3
Crimewave	<a href="#">UVA 563</a>							0				<a href="#">Sol</a>	graph, max-flow, vertex constraints, sparse	71	5.5	p4
Intergalactic Map	<a href="#">SPOJ IM</a>							0				<a href="#">Sol</a>	graph, max-flow, [vertex disjoint path/ super	71	5.5	p2
A Plug for UNIX	<a href="#">UVA 753</a>							0				<a href="#">Sol</a>	graph, max-flow, impl	71	5.5	p2
March of the Peng	<a href="#">UVA 12125</a>							0				<a href="#">Sol</a>	graph, max-flow, vertex constraints	71	6	
Gopher II	<a href="#">UVA 10080</a>							0				<a href="#">Sol</a>	graph, max-flow, bipartite match	72	4	
Software Allocatio	<a href="#">UVA 259</a>							0				<a href="#">Sol</a>	graph, max-flow, bipartite match or impl	72	4.5	
	UVA 670							0				<a href="#">Sol</a>	graph, max-flow, bipartite match	72	5	p3
	UVA 1184							0				<a href="#">Sol</a>	graph, max-flow, bipartite match, min path c	72	5	p2
	UVA 1194							0				<a href="#">Sol</a>	graph, max-flow, bipartite match, min vertex	72	5.5	p4
	<a href="#">UVA 10349</a>							0				<a href="#">Sol - 2 ways</a>	graph, max-flow, bipartite match, max indep	72	5.5	p3
	<a href="#">UVA 11159</a>							0				<a href="#">Sol</a>	graph, max-flow, bipartite match, min path c	72	5.5	p3
	UVA 12168							0				<a href="#">Sol</a>	graph, max-flow, bipartite match, konig's the	72	6	p3
	SPOJ QUEST4							0				<a href="#">Sol</a>	graph, max-flow, bipartite match	72	6	p2
	UVA 663							0				<a href="#">Sol</a>	graph, max-flow, bipartite match	72	6	p1
Sabotage	<a href="#">UVA 10480</a>							0				<a href="#">Sol</a>	graph, max-flow, min-cut, [print, as in video]	74	4.5	p1
Unique Attack	<a href="#">ZOJ 2587</a>							0				<a href="#">Sol</a>	graph, max-flow, min-cut, cut edges	74	5	p2
Angry Programmer	<a href="#">UVA 11506</a>							0				<a href="#">Sol</a>	graph, max-flow, min-cut, vertex constraints	74	5.25	p3
<a href="#">PeopleYouMayKnow</a>	SRM447-D1-500							0				<a href="#">Don't use DP. Check it later in editorial. Sol</a>	graph, max-flow, min-cut or dp	74	5.5	p3
	SPOJ COCONUTS							0				<a href="#">Sol</a>	graph, max-flow, min-cut	74	6	p3
	SRM465-D1-500							0				<a href="#">Sol</a>	graph, max-flow, min-cut	74	6.25	p3
Highways	<a href="#">UVA 10147</a>							0				<a href="#">Video Solution - Eng Mahmoud Adel</a>	graph, mst	76	3	
Is There A Second	<a href="#">UVA 10462</a>							0				<a href="#">Sol</a>	graph, mst, 2nd mst	76	3	
	UVA 10843							0				<a href="#">Theory result to read</a>	graph, mst, # of spanning trees of complete	76	4	p2
ACM contest and E	<a href="#">UVA 10600</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	graph, mst, 2nd mst	76	4.5	p1
<a href="#">Time Travelling Sales</a>	SRM492-D2-1000							0					graph, mst	76	5	p3
	<a href="#">CF472-D12-D</a>							0					graph, mst, [cases], [validate tree]	76	5	p3

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
RACING	<a href="#">UVA 1234</a>							0				<a href="#">Sol</a>	graph, mst, max spanning tree	76	5	p2
Arctic Network	<a href="#">UVA 10369</a>							0					graph, mst, [prime fails]	76	5	p2
<a href="#">Kingdom Reorganize</a>	SRM531-D2-1000							0					graph, mst	76	5	p1
Lazy Student	<a href="#">CF606-D2-D</a>							0					graph, mst	76	5	
<a href="#">ActivateGame</a>	SRM470-D2-1000							0					graph, mst	76	5.25	
Minimal Ratio Tree	<a href="#">LIVEARCHIVE 4326</a>							0					graph, mst, combinatorics	76	6	
The Bottom of a Graph	<a href="#">SPOJ BOTTOM</a>							0				<a href="#">Sol</a>	graph, scc	77	3	
Test	<a href="#">UVA 10731</a>							0				<a href="#">Sol</a>	graph, scc	77	3.5	
Dominos	<a href="#">UVA 11504</a>							0				<a href="#">Sol</a>	graph, scc or topological sort, [=uva 11770,	77	4.5	p1
	<a href="#">CF467-D2-D</a>							0					graph, scc, hashing or dijkstra	77	5	
	SRM312-D1-500							0					graph, scc, greedy, [scc floyd]	77	5.5	p2
Proving Equivalences	<a href="#">UVA 12167</a>							0				<a href="#">Sol</a>	graph, scc	77	5.5	
	SRM608-D2-1000							0				<a href="#">Sol</a>	graph, bf, floyd, cycles or max flow		5.75	
	SRM391-D2-1000							0					graph, scc, dp, [scc may help thoughts]	77	6	p3
	SRM495-D1-500							0					graph, scc, probability, [more about probability]	77	6.25	
	<a href="#">CF403-D1-C</a>							0					graph, scc, matrix or optimized bf, [using the	77	6.25	p5
Summer sell-off	<a href="#">CF810-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	greedy	84	2	p2
Minimum Ternary String	<a href="#">CF1009-D12-B</a>							0					greedy	84	2	
Towers	<a href="#">CF479-D2-B</a>							0					greedy	84	2	
Semifinals	<a href="#">CF378-D2-B</a>							0					greedy	84	2	
The Child and Set	<a href="#">CF437-D2-B</a>							0					greedy, sorting, bitmasks	84	2.5	
Sort the Array	<a href="#">CF451-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	greedy, sorting	84	2.5	p2
Mahmoud and a Tri	<a href="#">CF766-D2-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	greedy	84	2.5	p3
Escape from Stone	<a href="#">CF265-D2-C</a>							0					greedy, impl	84	3	
Fixing Typos	<a href="#">CF363-D2-C</a>							0					greedy, impl	84	3	
Photographer	<a href="#">CF203-D2-C</a>							0					greedy, sorting	84	3	
Booking System	<a href="#">CF416-D2-C</a>							0					greedy, sorting or dp	84	3.5	p3
Treasure Hunt	<a href="#">CF979-D2-B</a>							0					greedy, [cases]	84	3.5	p1
Assemble	<a href="#">UVA 12124</a>							0				<a href="#">Sol</a>	greedy, bf or binary search	84	4	
	<a href="#">CODECHEF KSUM</a>							0					greedy, sets, finding max k subarrays	84	4	p3
	<a href="#">CF1064-D2-C</a>							0					greedy, palindromes	84	4	p3
	<a href="#">CF534-D2-D</a>							0					greedy, set or grid compress	84	4	p2
	<a href="#">CF1065-D2-C</a>							0					greedy	84	4	p2
	<a href="#">CF445-D2-C</a>							0					greedy	84	4	p2
Geometric Progress	<a href="#">CF567-D2-C</a>							0					greedy	84	4	p2
	SRM481-D1-500							0					greedy, math	84	4	p2
Team	<a href="#">CF401-D2-C</a>							0					greedy, constructive	84	4	
Drazil and Factorio	<a href="#">CF515-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	greedy, math	84	4	
Hiring Staff	<a href="#">CF216-D2-C</a>							0					greedy	84	4	
Star sky	<a href="#">CF835-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	greedy, prefix sum 2d	84	4	
Vanya and Exams	<a href="#">CF492-D2-C</a>							0					greedy, sorting	84	4	
	<a href="#">ZOJ 1200</a>							0				<a href="#">Sol</a>	greedy, simulation, priority queue	84	4.5	p3
	<a href="#">CF729-D12-D</a>							0					greedy, [pigeonhole principle]	84	4.5	p2
A and B and Intere	<a href="#">CF519-D2-D</a>							0					greedy, datastructures or dp	84	4.5	p2
Palindrome Transf	<a href="#">CF486-D2-C</a>							0					greedy, impl, [reverse thinking]	84	4.5	p2
Marina and Vasya	<a href="#">CF584-D2-C</a>							0					greedy, constructive, [reverse thinking]	84	4.5	p1
Tennis Champions	<a href="#">CF735-D2-C</a>							0					greedy, math, [reverse thinking]	84	4.5	p1
Any and Ghosts	<a href="#">CF508-D2-C</a>							0					greedy	84	4.5	
Terse princess	<a href="#">CF148-D2-C</a>							0				<a href="#">Video Solution - Eng Mohamed Nasser</a>	greedy, constructive	84	4.5	
Lucky Permutation	<a href="#">CF287-D2-C</a>							0					greedy, constructive	84	4.5	
Balls and Boxes	<a href="#">CF260-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	greedy, impl	84	4.5	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
	<a href="#">CF313-D2-C</a>							0					greedy, constructive	84	5	
Upgrading Array	<a href="#">CF402-D2-D</a>							0					greedy or dp	84	5	
	SRM456-D2-1000							0					greedy, math, binary search	84	5	p3
End of Exams	<a href="#">CF94-D2-D</a>							0					greedy, math, impl	84	5	p3
Queue	<a href="#">CF141-D2-C</a>							0					greedy, constructive	84	5	p2
	<a href="#">SGU 321</a>							0				<a href="#">Sol</a>	greedy, dfs , tree	84	5	p2
Dispute	<a href="#">CF242-D2-D</a>							0					greedy, dfs or bfs, greedy	84	5	p2
	SRM292-D1-500							0					greedy, graph	84	5	p2
	<a href="#">CF1038-D2-D</a>							0					greedy, impl	84	5	p2
	UVA 12325							0				<a href="#">Prove your Solution</a>	greedy, knapsack, math	84	5	p2
	SRM405-D2-1000							0					greedy, math, strings	84	5	p2
Boring Partition	<a href="#">CF239-D2-D</a>							0				<a href="#">Sol. Find proof (See editorial comments)</a>	greedy, sortings	84	5	p2
No to Palindromes	<a href="#">CF465-D2-C</a>							0					greedy or bf	84	5	
	<a href="#">CF709-D2-D</a>							0					greedy, math or pattern or segment tree	84	5.5	p3
	<a href="#">CODECHEF BJUDGE</a>							0					greedy, constructive	84	5.5	p3
	<a href="#">CF1023-D12-E</a>							0					greedy, interactive, constructive	84	5.5	p3
Russian Roulette	<a href="#">CF104-D2-D</a>							0					greedy, math, adhoc	84	5.5	p3
	<a href="#">CF1043-D12-E</a>							0					greedy, sort, prefix sum, [maybe solve srm5	84	5.5	p3
DZY Loves Modific	<a href="#">CF447-D2-D</a>							0				Prove	greedy or dp or datastructures	84	5.5	p2
	<a href="#">AtCoder002-AGC-C</a>							0					greedy, datastructures, stl	84	5.5	p2
Of Zorcs and Axes	<a href="#">CF101149-GYM-G</a>							0				<a href="#">Sol</a>	greedy or dijkstra, [multiple start nodes]	84	5.5	p1
Robin Hood	<a href="#">CF672-D2-D</a>							0					greedy, binary search, [strict time]	84	5.5	
	SRM453.5-D2-1000							0					greedy, math, sorting or dp	84	6	p3
	<a href="#">CF867-D12-E</a>							0					greedy, observations	84	6	p3
	SRM392-D1-1000							0					greedy, bf, mask, impl	84	6	p2
Tennis Game	<a href="#">CF496-D2-D</a>							0					greedy, bf, impl	84	6	
Wasted Time	<a href="#">CF127-D2-A</a>							0					impl	86	1.5	
Juicer	<a href="#">CF709-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	impl	86	1.5	
Anton and Polyhec	<a href="#">CF785-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	impl	86	1.5	
Valera and X	<a href="#">CF404-D2-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	impl, stl, set	86	1.5	
Tanya and Postcar	<a href="#">CF518-D2-B</a>							0					impl	86	2	
Mike and Fun	<a href="#">CF548-D2-B</a>							0					impl	86	2	
Covered Path	<a href="#">CF534-D2-B</a>							0					impl	86	2	
Print Check	<a href="#">CF631-D2-B</a>							0					impl	86	2	
Lucky Mask	<a href="#">CF146-D2-B</a>							0					impl	86	2	
Special Offer! Sup	<a href="#">CF219-D2-B</a>							0					impl	86	2	p2
Non-square Equati	<a href="#">CF233-D2-B</a>							0					impl	86	2	
Flag Day	<a href="#">CF357-D2-B</a>							0					impl	86	2	
Sereja and Mirrorir	<a href="#">CF426-D2-B</a>							0					impl	86	2	
Little Pony and Soi	<a href="#">CF454-D2-B</a>							0					impl	86	2	
MUH and Importar	<a href="#">CF471-D2-B</a>							0					impl	86	2	
Gena's Code	<a href="#">CF614-D2-B</a>							0					impl	86	2	
Opposites Attract	<a href="#">CF131-D2-B</a>							0					impl	86	2	
Little Pigs and Wol	<a href="#">CF116-D2-B</a>							0					impl	86	2	
Cosmic Tables	<a href="#">CF222-D2-B</a>							0					impl	86	2	
Prime Matrix	<a href="#">CF271-D2-B</a>							0					impl	86	2	
Wet Shark and Bis	<a href="#">CF621-D2-B</a>							0				<a href="#">Video Solution - Eng Mahmoud Mabrok</a>	impl	86	2	
	<a href="#">CF1030-D12-B</a>							0					impl, math	86	2	
Facetook Priority V	<a href="#">CF75-D2-B</a>							0					impl, sorting	86	2	
Queue	<a href="#">CF490-D2-B</a>							0					graph, constructive, adhoc	86	3	p2
Hanoi Tower	<a href="#">TIMUS 1054</a>							0				<a href="#">Sol</a>	impl, recursion, tower of hanoi	86	3	p2

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Treasure	<a href="#">CF495-D2-C</a>							0					impl	86	4	
Game	<a href="#">CF69-D2-C</a>							0					impl	86	4	
Accordion Patience	<a href="#">UVA 127</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	impl	86	4	p1
Beautiful Sets of P	<a href="#">CF268-D2-C</a>							0					impl, constructive	86	4	
Appleman and To	<a href="#">CF462-D2-C</a>							0				<a href="#">Sol</a>	impl, sorting, huffman coding	86	4	
Three Logos	<a href="#">CF581-D2-D</a>							0					impl	86	4.5	p2
Guess Your Way C	<a href="#">CF507-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	impl, math	86	4.5	p2
	<a href="#">CF1042-D12-D</a>							0					impl or segment tree or bit	86	5	p2
Mafia	<a href="#">CF349-D2-C</a>							0					impl, math	86	5	p2
Unusual Product	<a href="#">CF405-D2-C</a>							0					impl, math, [symbolic thinking]	86	5	p1
	<a href="#">CF101187-GYM-F</a>							0				<a href="#">Sol</a>	impl	86	5.25	p2
Special Grid	<a href="#">CF435-D2-D</a>							0					impl, greedy	86	5.5	p2
Theatre Square	<a href="#">CF1-D12-A</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	math	87	1.5	
	<a href="#">CF1204-D2-A</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	math, log, binary, pattern observation	87	2	p2
Balanced Rating C	<a href="#">CF1237-D12-A</a>							0					math, analysis	87	2	p3
The Drunk Jailer	<a href="#">LIVEARCHIVE 2557</a>							0				<a href="#">Find a formula</a>	math or bf	87	2	p1
Product	<a href="#">UVA 10106</a>							0				<a href="#">Video Solution - Eng Youssef El Ghareeb. Don't</a>	math	87	2	
To Carry or not to	<a href="#">UVA 10469</a>							0				<a href="#">Sol</a>	math	87	2	
Adding Reversed	<a href="#">UVA 713</a>							0				Don't use big integer class. Write simple array co	math	87	2	
Dreamoon and Wil	<a href="#">CF476-D2-B</a>							0				<a href="#">Video Solution - Eng Mohamed Adel</a>	math, combinatorics, bitmasks	87	2	p3
	<a href="#">CF1051-D2-B</a>							0					math	87	2.5	
Escape	<a href="#">CF148-D2-B</a>							0					math	87	2.5	
Restoring Painting	<a href="#">CF675-D2-B</a>							0					math	87	2.5	
Caisa and Pylons	<a href="#">CF463-D2-B</a>							0				<a href="#">Video Solution - Eng Muntaser Abukadeja</a>	math, impl	87	2.5	
T-primes	<a href="#">CF230-D2-B</a>							0					math, number theory	87	2.5	
	<a href="#">CODECHEF GCDMOD</a>							0				<a href="#">Sol uses __int128 to avoid overflow</a>	math, __int128	87	3	p3
Polycarpus' Dice	<a href="#">CF534-D2-C</a>							0				<a href="#">Sol</a>	math, greedy, careful impl	87	3	p3
	<a href="#">CF1059-D2-C</a>							0					math, constructive	87	4	p3
Number Sequence	<a href="#">UVA 10706</a>							0					math	87	4	p2
Divisible by Seven	<a href="#">CF376-D2-C</a>							0					math, number theory	87	4	p2
Fractions Again?!	<a href="#">UVA 10976</a>							0				<a href="#">Sol to read</a>	math, number theory	87	4	p1
Plant	<a href="#">CF186-D2-C</a>							0					math	87	4	
Magic Formulas	<a href="#">CF424-D2-C</a>							0					math	87	4	
Duff in Love	<a href="#">CF588-D2-B</a>							0					math	87	4	
Light, more light	<a href="#">UVA 10110</a>							0				<a href="#">Video Solution - Eng Amr Saud</a>	math	87	4	
Power of Cryptogr	<a href="#">UVA 113</a>							0				<a href="#">Sol to read</a>	math, log, [double limits]	87	4	p3
Round Table Knight	<a href="#">CF71-D2-C</a>							0					math or dp	87	4	
Lucky Permutation	<a href="#">CF304-D2-C</a>							0					math, constructive	87	4	
Vasya and Petya's	<a href="#">CF577-D2-C</a>							0					math, impl	87	4	p2
	<a href="#">CF1239-D1-A</a>							0					math, pattern	87	4.25	p3
The ? 1 ? 2 ? ... ?	<a href="#">UVA 10025</a>							0					math or binary search	87	4.5	p2
Secrets	<a href="#">CF334-D2-C</a>							0					math	87	4.5	
The Meaningless C	<a href="#">CF834-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	math	87	4.5	
Find Maximum	<a href="#">CF353-D2-C</a>							0					math, bits	87	4.5	
Plus and Square F	<a href="#">CF716-D2-C</a>							0					math, constructive	87	4.5	
Bear and Prime 10	<a href="#">CF680-D2-C</a>							0					math, constructive, interactive	87	4.5	
	<a href="#">CF1040-D2-D</a>							0					math, randomization, binary search, interac	87	5	p4
Count Good Subst	<a href="#">CF451-D2-D</a>							0					math, adhoc, palindromes, [short code]	87	5	p3
Tavas and Karafs	<a href="#">CF535-D2-C</a>							0					math, binary search	87	5	p2
As Fast As Possibl	<a href="#">CF701-D2-D</a>							0					math, binary search, precision	87	5	p2
	<a href="#">CF955-D2-C</a>							0					math, number theory	87	5	p2

ff	Problem Code	Status	Submit Count	Reading Time(m)	Thinking Time(m)	Coding Time(m)	Debug Time(m)	Total Time(m)	Problem Level /10	By yourself?	Category	1-2 line Comments about your approach is interesting?	Mostafa Category	Category Code	Level	Quality
	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
	<a href="#">CF45-D12-D</a>							0					math, randomization	87	5	p2
Ciel and Robot	<a href="#">CF322-D2-C</a>							0					math, impl, [cases]	87	5	p1
Crazy Town	<a href="#">CF499-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	math, number theory, greedy	87	5	p1
About Bacteria	<a href="#">CF199-D2-C</a>							0					math	87	5	
DNA Alignment	<a href="#">CF520-D2-C</a>							0					math	87	5	
Predict Outcome o	<a href="#">CF451-D2-C</a>							0					math, equations, impl	87	5	p2
Analyzing Polyline	<a href="#">CF195-D2-D</a>							0					math, sortings	87	5	
	<a href="#">CF1016-D12-D</a>							0					math, xor, bitwise, constructive	87	5.25	p3
Quantity of Strings	<a href="#">CF151-D2-D</a>							0					math, repeated squaring, graph	87	5.5	p4
How many trees?	<a href="#">CF9-D2-D</a>							0					math or dp_tree	87	5.5	p2
The Errant Physici	<a href="#">UVA 126</a>							0				<a href="#">Sol</a>	math	87	5.5	
Software CRC	<a href="#">UVA 128</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	math	87	5.5	
Jeff and Furik	<a href="#">CF352-D2-D</a>							0				<a href="#">Sol</a>	math or dp_expectation	87	6	p3
Magical Array	<a href="#">CF84-D2-B</a>							0					math, combinatorics	89	2.5	
Chocolate	<a href="#">CF617-D2-B</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	math, combinatorics	89	2.5	
Colorful Field	<a href="#">CF79-D12-B</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	math, mod	89	2.5	p3
The World is a The	<a href="#">CF131-D2-C</a>							0				<a href="#">Video Solution - Eng Youssef Ali</a>	math, combinatorics	89	4	
Pocket Book	<a href="#">CF152-D2-C</a>							0					math, combinatorics	89	4	
Black and white ps	<a href="#">UVA 11231</a>							0				<a href="#">Video Solution - Eng Amr Saud</a>	math, combinatorics, counting	89	4	
	<a href="#">CF758-D2-C</a>							0					math, combinatorics	89	5	p3
	<a href="#">CF459-D2-C</a>							0					math, combinatorics, constructive	89	5	p3
	<a href="#">HACKR_ajourney</a>							0					math, combinatorics, first/last k digits 2^n, [:	89	5	p3
Shaass and Lights	<a href="#">CF294-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	math, combinatorics	89	5.5	p4
	<a href="#">CF869-D2-C</a>							0					math, combinatorics or dp_counting	89	5.5	p3
Tourist Problem	<a href="#">CF340-D2-C</a>							0					math, combinatorics, impl	89	5.5	p1
Fox Dividing Chee	<a href="#">CF371-D2-B</a>							0				<a href="#">Video Solution - Eng Abanob Ashraf</a>	math, factorial	94	2.5	
Permalex	<a href="#">UVA 153</a>							0				<a href="#">Sol</a>	math, factorial, permutations, duplicates, fa	94	4.5	p3
Prime Factors	<a href="#">UVA 583</a>							0					math, factorization	95	2	
Easy Number Cha	<a href="#">CF236-D2-B</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	math, factorization	95	3	
Mr. Azad and his S	<a href="#">UVA 10490</a>							0				<a href="#">Sol to read</a>	math, factorization	95	3	
Prime Land	<a href="#">UVA 516</a>							0					math, factorization	95	3	
Perfect P-th Power	<a href="#">UVA 10622</a>							0				<a href="#">Video Solution - Eng Moaz Rashad</a>	math, factorization	95	4	p1
Factovisors	<a href="#">UVA 10139</a>							0				<a href="#">Sol to read</a>	math, factorization, primes, [factorize x!]	95	4	
	<a href="#">CF1047-D2-C</a>							0					math, factorization	95	4.5	p3
DDF	<a href="#">UVA 547</a>							0					math, factorization, divisors sum, multiview	95	4.5	
	<a href="#">UVA 10174</a>							0					math, factorization, case analysis	95	5	
Multifactorials	<a href="#">UVA 11347</a>							0					math, factorization, divisors sum	95	5	
	<a href="#">CF1033-D12-D</a>							0					math, factorization	95	5.5	p3
Remainders Game	<a href="#">CF688-D2-D</a>							0					math, factorization, gcd, lcm, observations	95	6	p4
Primitive Root	<a href="#">SPOJ PROOT</a>							0				<a href="#">Sol</a>	math, factorization, primitive roots	95	6.25	p4
	<a href="#">UVA 12869</a>							0				<a href="#">Sol</a>	math, formula	98	5	p2
Combinations	<a href="#">UVA 369</a>							0					math, gcd, comb formula	99	2	
Pi	<a href="#">UVA 412</a>							0				<a href="#">Video Solution - Eng Mohamed Adel</a>	math, gcd	99	3	
Trains	<a href="#">CF88-D2-C</a>							0				<a href="#">Video Solution - Solver to be (Java)</a>	math, gcd or adhoc	99	4	
Mint	<a href="#">UVA 10717</a>							0				<a href="#">Sol</a>	math, gcd, lcm	99	4	
The Big Race	<a href="#">CF592-D2-C</a>							0					math, gcd, lcm, [overflow]	99	4.5	p3
LCM Cardinality	<a href="#">UVA 10892</a>							0					math, gcd, lcm	99	4.5	
Rational Resistanc	<a href="#">CF344-D2-C</a>							0					math, gcd	99	5	p3
LCM Challenge	<a href="#">CF236-D2-C</a>							0					math, gcd, lcm	99	5	
	<a href="#">CF1010-D1-C</a>							0					math, gcd, mod, number theory	99	5.5	p1
	<a href="#">AtCoder026-AGC-B</a>							0				<a href="#">Sol</a>	math, gcd, cases	99	6	p3



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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
	<a href="#">SPOJ EASYMATH</a>							0				<a href="#">Sol</a>	math, inclusion-exclusion, lcm	101	3	
Hamburgers	<a href="#">CF371-D2-C</a>							0					math, inclusion-exclusion, binary search	101	3	
The Lottery	<a href="#">UVA 10325</a>							0				<a href="#">Video Solution - Eng Amr Bahaa [1]</a>	math, inclusion-exclusion, gcd, overflow	101	4	
	<a href="#">CF101933-GYM-K</a>							0				<a href="#">Sol</a>	math, inclusion-exclusion	101	4	
	<a href="#">CF372-D1-B</a>							0					math, inclusion-exclusion	101	5.75	p2
	<a href="#">SPOJ MSKYCODE</a>							0				<a href="#">Sol</a>	math, inclusion-exclusion	101	6	p3
	<a href="#">CF101992-GYM-D</a>							0				<a href="#">Sol</a>	math, inclusion-exclusion	101	6	p3
Equation	<a href="#">UVA 727</a>							0					math, infix to postfix	102	4	
Farm	<a href="#">TIMUS 1349</a>							0				<a href="#">Know Fermat's Last Theorem (Ignore proof)</a>	math, math_adhoc, fermat last theorem	104	2	p2
Summation of Poly	<a href="#">UVA 10302</a>							0					math, math_adhoc, polynomials	104	2	
	<a href="#">HACKR tower-3-colorin</a>							0				Learn Fermat's little theorem	math, math_adhoc, fermat little theorem	104	3	p1
R U Kidding Mr. Fe	<a href="#">UVA 10509</a>							0					math, math_adhoc, patterns	104	3.5	
Polly the Polynomi	<a href="#">UVA 498</a>							0					math, math_adhoc, polynomials	104	3.5	
Jzzhu and Sequen	<a href="#">CF450-D2-B</a>							0					math, matrix, matrix exponent	105	2.5	
Mirror, Mirror	<a href="#">UVA 466</a>							0					math, matrix, rotate, reflect, impl	105	3	p1
Clear Symmetry	<a href="#">CF202-D2-C</a>							0					math, matrix, bf	105	4	
End of Fun	<a href="#">SPOJ DCEPC12E</a>							0					math, matrix	105	4.5	
Uniform Generator	<a href="#">UVA 408</a>							0				<a href="#">Video Solution - Eng Yahia Ashraf</a>	math, mod	109	3	
Be Efficient	<a href="#">UVA 11155</a>							0					math, mod	109	5	
Quiz	<a href="#">CF337-D2-C</a>							0					math, mod, pow, greedy	109	5.5	p3
Cows and Cars	<a href="#">UVA 10491</a>							0				<a href="#">Revise Probability</a>	math, probability, formula, fraction style	113	2	
What is the Probat	<a href="#">UVA 10056</a>							0				<a href="#">Sol</a>	math, probability	113	3	
	<a href="#">HACKR sherlock-and-p</a>							0				<a href="#">Sol</a>	math, probability, fractions style	113	3	
Probability Given	<a href="#">UVA 11181</a>							0				<a href="#">Sol</a>	math, probability, conditional probability	113	4	p2
Another lottery	<a href="#">UVA 11628</a>							0				<a href="#">Sol</a>	math, probability, fraction style, gcd	113	4	
Mushroom Scientis	<a href="#">CF186-D2-D</a>							0					math, probability or log, ternary search	113	5	p4
	<a href="#">CF101864-GYM-A</a>							0				<a href="#">Sol</a>	math, probability, combinatorics, math	113	5	p2
	<a href="#">SRM537-D2-1000</a>							0					math, probability, graph, cycle	113	5	p2
Airplane	<a href="#">UVA 12461</a>							0				<a href="#">Sol</a>	math, probability, greedy	113	5	p1
Probability	<a href="#">UVA 11346</a>							0				<a href="#">Sol</a>	math, probability, integration	113	5.25	p3
	<a href="#">SRM285-D1-500</a>							0					math, probability, bf or dp	113	5.5	
	<a href="#">CF26-D12-D</a>							0				<a href="#">Sol - must read</a>	math, probability, factorial, logarithm, combi	113	5.5	p3
	<a href="#">CF442-D1-B</a>							0					math, probability, sorting	113	5.5	p3
	<a href="#">SRM352-D2-1000</a>							0					math, probability, recursion, precision	113	5.5	
	<a href="#">CF513-D12-C</a>							0				<a href="#">Sol</a>	math, probability, bitmasks or dp_probability	113	6	p3
	<a href="#">UVA 557</a>							0				<a href="#">Sol</a>	math, probability, combinatronics	113	6	
	<a href="#">SPOJ FUNPROB</a>							0				<a href="#">Sol</a>	math, probability, formula	113	6	
	<a href="#">CF163-D12-C</a>							0					math, probability	113	6.25	
	<a href="#">CF110-D2-D</a>							0					math, probability, combinatorics	113	6.25	
God, Save me	<a href="#">UVA 10777</a>							0				<a href="#">Sol</a>	math, probability, expectation or dp_probab	114	4	
	<a href="#">SRM458-D2-500</a>							0					math, probability, expectation, bitmasks	114	4	
	<a href="#">CF839-D2-C</a>							0					math, probability, expectation, dfs	114	4	
	<a href="#">HACKR lazy-sorting</a>							0				<a href="#">Revise Expected Value</a>	math, probability, expectation, permutation	114	4	
Andrey and Proble	<a href="#">CF443-D2-D</a>							0				<a href="#">Sol</a>	math, probability, expectation, greedy or dp	114	4.5	p3
Wet Shark and Flo	<a href="#">CF621-D2-C</a>							0					math, probability, expectation	114	4.5	
Little Pony and Ex	<a href="#">CF454-D2-C</a>							0					math, probability, expectation, pattern	114	4.5	
	<a href="#">HACKR vertical-sticks</a>							0					math, probability, expectation, linearity of ex	114	5	p3
	<a href="#">SRM577-D1-250</a>							0					math, probability, expectation, linearity of ex	114	5	p3
	<a href="#">SRM470-D1-500</a>							0					math, probability, expectation	114	5.5	p2
	<a href="#">CF500-D12-D</a>							0					math, probability, expectation, dfs	114	5.5	p2
	<a href="#">CF280-D1-C</a>							0					math, probability, expectation, dfs or dp	114	6	p3

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
Playlist	<a href="#">CF268-D2-E</a>							0				<a href="#">Sol</a>	math, probability, expectation, formula, greedy	114	6	p3
Big Mod	<a href="#">UVA 374</a>							0					math, repeated squaring, mod, direct	115	3	
Twin Primes	<a href="#">UVA 10394</a>							0					math, sieve	117	3	
Factorial Factors	<a href="#">UVA 884</a>							0					math, sieve, factorization	117	3.5	
Psycho	<a href="#">SPOJ PSYCHON</a>							0					math, sieve, factorization, tricky big # test case	117	4	p2
Summation of Four	<a href="#">UVA 10168 [2]</a>							0				<a href="#">Video Solution - Eng Moaz Rashad [3]</a>	math, sieve	117	4	
Primes or Palindromes	<a href="#">CF569-D2-C</a>							0					math, sieve, palindromes	117	4.5	p3
Divisibility of Factorials	<a href="#">UVA 10484</a>							0				<a href="#">Sol to read</a>	math, sieve	117	4.5	p2
	LIVEARCHIVE 4008							0					math, sieve, [last non zero digit of permutation]	117	5.5	p2
The New Rule in Egypt	<a href="#">UVA 10742</a>							0				<a href="#">Sol</a>	math, sieve, binary search	117	5.5	
Sum-up the Primes	<a href="#">UVA 10419</a>							0				<a href="#">Sol</a>	math, sieve, dfs, dp	117	5.5	
Flying Saucer Segment	<a href="#">CF227-D2-C</a>							0					math, summations	118	4.5	p3
Dreamoon and Snuke	<a href="#">CF476-D2-C</a>							0				<a href="#">Video Solution - Dr Mostafa Saad</a>	math, summations, [in my videos]	118	5	p3
	<a href="#">CF201-D1-B</a>							0					math, summations, separate summations of	118	5	p2
Spongebob and Square	<a href="#">CF599-D2-D</a>							0					math, summations, bf, [overflow]	118	6	p2
Largest Rectangle	<a href="#">SPOJ HISTOGRAM</a>							0				<a href="#">Sol. Don't implement as adhoc/greedy/Pure STL</a>	rmq, d&c or datastructure, [largest rectangle]	122	4.5	p4
R2D2 and Droid Army	<a href="#">CF514-D2-D</a>							0				Use rmq	rmq, binary search or bit or two pointers	122	5	p3
Friends and Subsets	<a href="#">CF689-D2-D</a>							0					rmq, sparse table, binary search or datastructure	122	5	p3
Pair of Numbers	<a href="#">CF359-D2-D</a>							0				<a href="#">Sol</a>	rmq, binary search, gcd, analysis or stack	122	5.5	p2
Square Subsets	<a href="#">CF448-D2-C</a>							0					search, d&c, greedy	123	4.5	
Potentiometers	<a href="#">LIVEARCHIVE 2191</a>							0					segment tree, [interval sum query]	125	2	p3
Interval Product	<a href="#">UVA 12532</a>							0					segment tree or bit, [~=tju 3440]	125	2	
Halt The War	<a href="#">SPOJ CDC12_H</a>							0					segment tree	125	3.5	
Multiples of 3	<a href="#">SPOJ MULTQ3</a>							0				<a href="#">Sol</a>	segment tree, lazy propagation	125	4	p3
Horrible Queries	<a href="#">SPOJ HORRIBLE</a>							0					segment tree, lazy propagation or bit	125	4	p1
Counting Primes	<a href="#">SPOJ CNTPRIME</a>							0					segment tree, sieve	125	4	p1
Maximum Sum	<a href="#">SPOJ KGSS</a>							0					segment tree, [max pair sum]	125	4.5	p3
A Famous City	<a href="#">SPOJ CITY2</a>							0				<a href="#">Sol</a>	segment tree or adhoc	125	4.5	p2
Help R2-D2!	<a href="#">SPOJ HELPR2D2</a>							0					segment tree, impl	125	4.5	p2
Light Switching	<a href="#">SPOJ LITE</a>							0					segment tree, lazy propagation, [edu]	125	4.5	p1
Circular RMQ	<a href="#">CF52-D12-C</a>							0					segment tree, lazy propagation, circular	125	4.5	
Brackets	<a href="#">SPOJ BRCKTS</a>							0				<a href="#">Sol</a>	segment tree, [bracket balance, 2 values in	125	5	p3
Can you answer these	<a href="#">SPOJ GSS1</a>							0				<a href="#">Sol</a>	segment tree, [max sum, part of gss series: 1	125	5	p3
RMQ with Shifts	<a href="#">UVA 12299</a>							0				<a href="#">See sscanf and sprintf usage</a>	segment tree, rmq shift	125	5	p3
AND Rounds	<a href="#">SPOJ ANDROUND</a>							0				<a href="#">Sol</a>	segment tree	125	5	p2
Ahoy, Pirates!	<a href="#">UVA 11402</a>							0				<a href="#">Sol</a>	segment tree, lazy propagation or datastructure	125	5	p2
Present	<a href="#">CF460-D2-C</a>							0					segment tree, lazy propagation, greedy or bit	125	5	p2
Fence Obstacle Course	<a href="#">PKU 2374</a>							0				<a href="#">Sol</a>	segment tree, dp or dp	125	5	p1
	<a href="#">CF61-D2-E</a>							0					segment tree or wavelet tree, [boring, inverse	125	5	p1
Can you answer these	<a href="#">SPOJ GSS3</a>							0					segment tree, [max sum+updates, spoj gss 1	125	5.5	p5
Sum of Squares w	<a href="#">SPOJ SEGSRSS</a>							0				<a href="#">Sol</a>	segment tree, lazy propagation, impl, [weak	125	5.5	p4
	<a href="#">CF380-D1-C</a>							0					segment tree, [~=spoj gss5], [spoj gss1]	125	5.5	p3
Can you answer these	<a href="#">SPOJ GSS4</a>							0				<a href="#">Sol</a>	segment tree or bit, [classical]	125	5.5	p2
SKYLINE	<a href="#">UVA 1232</a>							0				<a href="#">Sol</a>	segment tree, [skyline overlap, tie]	125	5.5	
Ordering the Soldiers	<a href="#">SPOJ ORDERS</a>							0				<a href="#">Sol</a>	segment tree, kth element or bit or bst or tre	125	5.75	p3
	SPOJ IOPC1207							0				<a href="#">Sol</a>	segment tree, lazy propagation, [handle dir	125	6	p3
	SPOJ BRCKTS2							0				<a href="#">Sol</a>	segment tree, prefix sums or adhoc, recursive	125	6	p3
Bookworm	TIMUS 1638							0				<a href="#">Can you get AC first submission</a>	simulation, formula, [was, tricky]	126	2	p2
Taxi	<a href="#">TIMUS 1607</a>							0				<a href="#">Can you get AC first submission?</a>	simulation, tricky	126	2	p1
The Blocks Problem	<a href="#">UVA 101</a>							0				<a href="#">Sol [4]</a>	simulation	126	3	
Oulipo	<a href="#">PKU 3461</a>							0					string processing, kmp, [count word frequency]	130	2	

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	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
A Needle in the Ha	<a href="#">SPOJ NHAY</a>							0					string processing, kmp, [find words position]	130	3	
Finding the Tesser	<a href="#">SPOJ TESSER</a>							0					string processing, kmp	130	4	p4
Period	<a href="#">SPOJ PERIOD</a>							0					string processing, kmp, period max or suffix	130	4.5	p3
Prefixes and Suffix	<a href="#">CF432-D2-D</a>							0					string processing, kmp or z-function	130	5	p3
Tavas and Maleka	<a href="#">CF535-D2-D</a>							0					string processing, kmp or z-function, [~cf12	130	5	p3
	<a href="#">CF1147-D1-B</a>							0					string processing, kmp	130	5.25	p2
Messenger	<a href="#">CF631-D2-D</a>							0					string processing, kmp	130	5.5	p3
	<a href="#">CF1138-D2-D</a>							0					string processing, kmp	130	5.5	p2
	<a href="#">FbHkrCup 18-RQ-C</a>							0					string processing, kmp	130	5.5	p1
	UVA 11475							0				<a href="#">Sol</a>	string processing, kmp	130	5.5	
Phone List	<a href="#">SPOJ PHONELST</a>							0					string processing, trie	135	3.5	
Cellphone Typing	<a href="#">UVA 12526</a>							0					string processing, trie	135	4.5	p3
Disk Tree	<a href="#">UVA 1556</a>							0					string processing, trie, trie using map, pretty	135	4.5	p3
Search in the dictio	<a href="#">SPOJ DICT</a>							0					string processing, trie	135	4.5	p2
Vasily's Multiset	<a href="#">CF706-D2-D</a>							0					string processing, trie	135	5	p2
	LiveArchive 8015							0				<a href="#">Sol</a>	string processing, trie	135	5.25	p4
	<a href="#">CF842-D2-D</a>							0					string processing, trie, [xor]	135	5.5	p3
	<a href="#">CF665-D12-E</a>							0					string processing, trie	135	5.5	p3
	LiveArchive 4682							0				<a href="#">Sol</a>	string processing, trie	135	5.5	
	<a href="#">CF455-D1-B</a>							0					string processing, trie	135	5.5	
Spider's Web	<a href="#">CF216-D2-D</a>							0					two pointers or adhoc	138	3	
Points on Line	<a href="#">CF252-D2-C</a>							0					two pointers or binary search, combinatorics	138	4	p2
Hometask	<a href="#">CF155-D2-C</a>							0					two pointers or dp	138	4.5	
	<a href="#">CF1043-D12-D</a>							0					two pointers, [different solutions]	138	5	p3
	<a href="#">CODECHEF REDCGAI</a>							0					two pointers	138	5	p2
Sereja ans Anagra	<a href="#">CF368-D2-D</a>							0				<a href="#">Sol</a>	two pointers or adhoc or kmp-like	138	5	p2
Vasya and String	<a href="#">CF676-D2-C</a>							0					two pointers	138	5	
To Add or Not to A	<a href="#">CF231-D2-C</a>							0					two pointers, binary search	138	5	
Two Strings	<a href="#">CF224-D2-D</a>							0				<a href="#">Sol</a>	two pointers	138	5.5	p3
Chips	<a href="#">CF334-D2-D</a>							0					two pointers or adhoc	138	5.5	p2
	<a href="#">CF309-D12-B</a>							0					two pointers, dp or greedy	138	5.5	p2
Maximum Xor Sec	<a href="#">CF281-D2-D</a>							0					two pointers or segment tree	138	5.5	
						Category Code to match with Col O			Learning Order		Video					
1- Column K (learning order) is same order as the sheets A-D 2- You may follow this order to learn  3- Column G is the category code as in Column O 4- Example: You learned DFS. Codes for it are 60, 61, 63. Go and solve as u want from the problems with these codes. E.g. UVA 10461									1		<a href="#">Watch - Approaching Problem Statement</a>					
									2		<a href="#">Watch - Thinking - On papers Not on PC</a>					
									3		<a href="#">Watch - Measuring Algorithms Perfomance - 1</a>					
									4		<a href="#">Watch - Elementary Math - Introduction</a>					
						109			5		<a href="#">Watch - Number Theory - Modular Arithmetic</a>					
						89, 101			6		<a href="#">Watch - Combinatorics - Counting Principles</a>					
									7		<a href="#">Watch - Graph Theory - Intro</a>					
						60,61,63			8		<a href="#">Watch - Graph Theory - DFS</a>					
						45			9		<a href="#">Watch - Computational Geometry - Intro</a>					
						45			10		<a href="#">Watch - Computational Geometry - Point and Vector</a>					
						6			11		<a href="#">Watch - Search Techniques - Binary Search</a>					
									12		<a href="#">Watch - Thinking - Problem Simplification</a>					
									13		<a href="#">Watch - Thinking - Brainstorm - Rank - Approach</a>					
									14		<a href="#">Study STL</a>					
						89, 101			15		<a href="#">Watch - Combinatorics - Permutations and Combinations - 1</a>					
						89, 101			16		<a href="#">Watch - Combinatorics - Permutations and Combinations - 2</a>					
									17		<a href="#">Watch - Training-Secrets of Success</a>					

ff	Problem Code	Status	Submit Count	Reading Time(m)	Thinking Time(m)	Coding Time(m)	Debug Time(m)	Total Time(m)	Problem Level /10	By yourself?	Category	1-2 line Comments about your approach is interesting?	Mostafa Category	Category Code	Level	Quality
	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
						99				18		<a href="#">Watch - Training-Secrets of Success</a>				
										19		<a href="#">Watch - Number Theory - Fib, GCD, LCM, Pow</a>				
										20		<a href="#">Watch - Prefix Sum</a>				
						57				21		<a href="#">Watch - Graph Theory - BFS</a>				
										22		<a href="#">Review - Recursion</a>				
						10				23		<a href="#">Watch - DP - intro 1</a>				
						10				24		<a href="#">Watch - DP - intro 2</a>				
						45				25		<a href="#">Watch - Computational Geometry - Complex Number and 2D Point</a>				
						48				26		<a href="#">Watch - Computational Geometry - Lines and Distances</a>				
										27		<a href="#">Watch - Focused and Diffused Thinking</a>				
						65,76				28		<a href="#">Watch - Graph Theory - MST - Kruskal</a>				
						84				29		<a href="#">Watch - Intro to Greedy</a>				
										30		<a href="#">Watch - Thinking - Concretely - Symbolically - Pictorially</a>				
										31		<a href="#">Watch - Thinking - Problem Constraints</a>				
						117				32		<a href="#">Watch - Number Theory - Primes</a>				
										33		<a href="#">Watch - Algebra - Number Bases and Polynomials</a>				
										34		<a href="#">Watch - Algebra - Patterns in Sequences</a>				
						118				35		<a href="#">Watch - Algebra - Summations</a>				
										36		<a href="#">Watch - Algebra - Basic Matrix Operations</a>				
										37		<a href="#">Watch - Thinking - Problem Abstraction</a>				
										38		<a href="#">Watch - Thinking - Problem Reverse</a>				
						3				39		<a href="#">Watch - Search Techniques - Backtracking</a>				
										40		<a href="#">Review bitmasking</a>				
						10				41		<a href="#">Watch - DP - Subset Style</a>				
						32				42		<a href="#">Watch - DP - Consecutive Ranges Style</a>				
						32				43		<a href="#">Watch - DP - Nested Ranges Style</a>				
						32				44		<a href="#">Watch - DP - General Ranges Style</a>				
										45		<a href="#">Watch - Thinking - Incrementally</a>				
										46		<a href="#">Watch - Thinking - Problem Domain re-interpretation</a>				
						95				47		<a href="#">Watch - Number Theory - Factorization</a>				
						113				48		<a href="#">Watch - Probability - First 9 videos</a>				
										49		<a href="#">Watch - Thinking - Search Space and Output Analysis</a>				
										50		<a href="#">Watch - Thinking - Observations Discovery</a>				
						41				51		<a href="#">Watch - Game Theory - Intro</a>				
										52		<a href="#">Watch - Thinking - Misc - Solution Verification - Implementation</a>				
						64				53		<a href="#">Watch - Graph Theory - Dijkstra</a>				
						48				54		<a href="#">Watch - Computational Geometry - Lines Intersections</a>				
						47				55		<a href="#">Watch - Computational Geometry - Circles</a>				
										56		<a href="#">Watch - Thinking - Error Inspection - History - Contest Strategy</a>				
						15				57		<a href="#">Watch - DP - Building Output</a>				
						18				58		<a href="#">Watch - DP - Counting</a>				
										59		<a href="#">Watch - Thinking - Let's Put All Together</a>				
						37				60		<a href="#">Watch - DP - Table Method</a>				
						68				61		<a href="#">Watch - Graph Theory - Floyd Warshal</a>				
										62		<a href="#">Watch - Measuring Algorithms Performance - 2</a>				
						62				63		<a href="#">Watch - Graph Theory - Tree Diameter and Isomorphism</a>				
						114				64		<a href="#">Watch Video - Expected Value</a>				
						122, 125				65		<a href="#">Watch - Data Structures - Segment Tree (2 vid)</a>				
						38				66		<a href="#">Reading: DP on Trees</a>				
						138				67		<a href="#">Watch - Two pointers technique</a>				
						29				68		<a href="#">Watch - DP - Probability</a>				

ff	Problem Code	Status	Submit Count	Reading Time(m)	Thinking Time(m)	Coding Time(m)	Debug Time(m)	Total Time(m)	Problem Level /10	By yourself?	Category	1-2 line Comments about your approach is interesting?	Mostafa Category	Category Code	Level	Quality
	AC Averages =>	0	0	0	0	0	0	0	0	0	0	0				
						11				69		<a href="#">Watch - DP - Masks (2 vid)</a>				
						135				70		<a href="#">Watch - String Processing - Trie</a>				
						36				71		<a href="#">Watch - DP - Sub-rectangle style</a>				
						130				72		<a href="#">Watch - String Processing - KMP (2 vid)</a>				
						23				73		<a href="#">Watch - DP - Games (2 vid)</a>				
						49				74		<a href="#">Watch - Computational Geometry - Simple and Convex Polygons</a>				
						49				75		<a href="#">Watch - Computational Geometry - Polygon Area - Centroid - Cut</a>				
						49				76		<a href="#">Watch - Computational Geometry - Point in polygon</a>				
						71,72,74				77		<a href="#">Watch - Graph Theory - Maximum Flow (2 vid)</a>				
						77				78		<a href="#">Watch - Graph Theory - SCC (2 vid)</a>				

[1] Or shorter:

<https://github.com/ilyesLtifi/Competitive-Programming/blob/master/UVA/UVA%2010325.cpp>

[2] Google first Goldbach's conjecture

[3] Or shorter: [http://naivered.github.io/2016/07/03/Problem\\_Solving/UVa/UVa-10168-Summation-of-Four-Primes/](http://naivered.github.io/2016/07/03/Problem_Solving/UVa/UVa-10168-Summation-of-Four-Primes/)

[4] Summary

This is a simple Simulation problem. There should be more than enough time to pass.

Explanation

Things to think about include deciding what data structure to use and how to find where each block is. Since the main operations are deletion, insertion, and splicing, linked lists are a good choice. You can also use a lookup table for keeping track of where each block is, as long as you update it for each operation.

In this problem using modularity really helps; create a function for each of the different move/pile operations and one other for printing. This way you can make sure each of the individual operations is done correctly instead of trying to find a bug amongst your whole program.

Gotchas

Illegal commands are to be ignored:

Those where  $a = b$ .

Those with  $a$  and  $b$  in the same stack.

The problem statement is incorrect - to avoid Presentation Error, there is no space before the single-digit numbers: check the below output.