

# #csspre

Online Session

# Competitive Programming

#csspree

Online

# Topics

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Online

# Topics

1. Hands on Online Judge experience

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2. Graph Representation

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2. Graph Representation
3. Graph Algorithms

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1. Hands on Online Judge experience
2. Graph Representation
3. Graph Algorithms
4. Mathematics

# Topics

1. Hands on Online Judge experience
  2. Graph Representation
  3. Graph Algorithms
  4. Mathematics
- and more..



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## Online Judge

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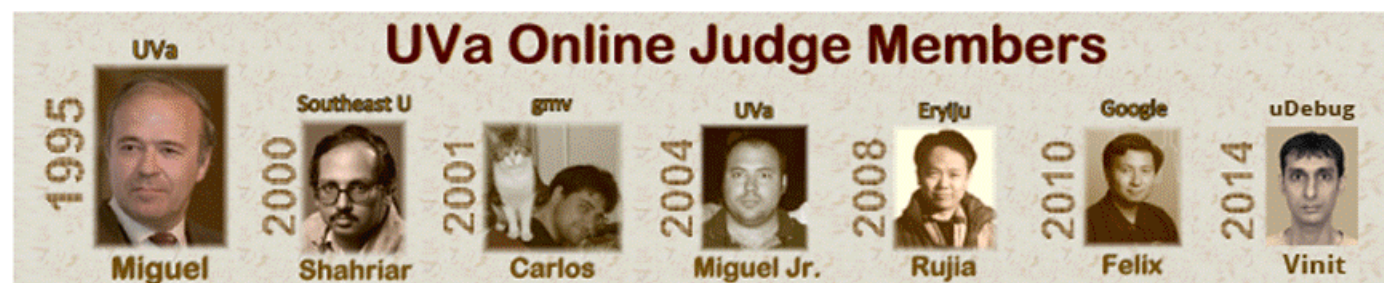
Quick access, info and search

Problemsetters' Credits

Live Rankings

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## Welcome to the UVa Online Judge



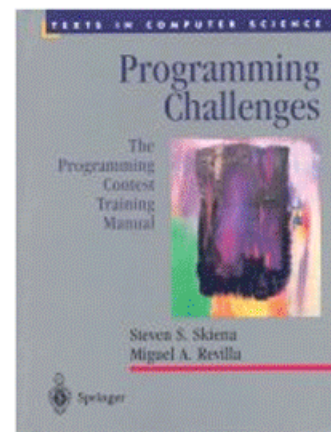
Here you will find hundreds of problems. They are like the ones used during programming contests, and are available in HTML and PDF formats. You can submit your sources in a variety of languages, trying to solve any of the problems available in our database.

See the new [Contest Rankings](#) section at the [Live Rankings](#) link.

Now you can use the new [Quick access, info and search](#) option on the left menu for and easier navigation. (The tool will be updated next days for a more complete information)

Follow us on Twitter [@UVaOnlineJudge](#) !!

Are you proud of your solutions? Do you have anything to show the rest of the problemsolvers? We're looking for people to help us in the publishing of a collection of books with solutions for the problems in the UVa Online Judge. More information [here](#).



## Coming Contests

No contests scheduled



Warmup contests in the  
uHunt Training Series 2015

#csspre Online



## Problems

#	Name		⚡	✓
<a href="#">1096G</a>	<a href="#">Lucky Tickets</a>	divide and conquer, dp, fft		<a href="#">x180</a>
<a href="#">1096F</a>	<a href="#">Inversion Expectation</a>	math, probabilities		<a href="#">x298</a>
<a href="#">1096E</a>	<a href="#">The Top Scorer</a>	combinatorics, probabilities		<a href="#">x51</a>
<a href="#">1096D</a>	<a href="#">Easy Problem</a>	dp		<a href="#">x1217</a>
<a href="#">1096C</a>	<a href="#">Polygon for the Angle</a>	brute force, geometry		<a href="#">x2440</a>
<a href="#">1096B</a>	<a href="#">Substring Removal</a>	combinatorics, math, strings		<a href="#">x3591</a>
<a href="#">1096A</a>	<a href="#">Find Divisible</a>	greedy		<a href="#">x5801</a>
<a href="#">1095F</a>	<a href="#">Make It Connected</a>	dsu, graphs, greedy	2000	<a href="#">x1038</a>
<a href="#">1095E</a>	<a href="#">Almost Regular Bracket Sequence</a>	implementation	1900	<a href="#">x986</a>
<a href="#">1095D</a>	<a href="#">Circular Dance</a>	implementation	1600	<a href="#">x2515</a>
<a href="#">1095C</a>	<a href="#">Powers Of Two</a>	bitmasks, greedy	1400	<a href="#">x3552</a>
<a href="#">1095B</a>	<a href="#">Array Stabilization</a>	implementation	1000	<a href="#">x6052</a>
<a href="#">1095A</a>	<a href="#">Repeating Cipher</a>	implementation	700	<a href="#">x7006</a>

## → Pay attention

### Before contest

[Good Bye 2018](#)

32:14:12

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\*has extra registration?



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## → Filter Problems

Difficulty:

 — 

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# Let's get started!

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