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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|---|---------------------|----------|---|---|
| 100 doors | | | http://rosettacode.org/wiki/100_doors | http://rosettacode.org/wiki/100_doors |
| 24 game | | | http://rosettacode.org/wiki/24_game | http://rosettacode.org/wiki/24_game |
| 24 game/Solve | | | http://rosettacode.org/wiki/24_game/Solve | http://rosettacode.org/wiki/24_game/Solve |
| 9 billion names of God the integer | | | http://rosettacode.org/wiki/9_billion_names_of_God_the_integer | http://rosettacode.org/wiki/9_billion_names_of_God_the_integer |
| 99 Bottles of Beer | | | http://rosettacode.org/wiki/99_Bottles_of_Beer | http://rosettacode.org/wiki/99_Bottles_of_Beer |
| A+B | | | http://rosettacode.org/wiki/A%2BB | http://rosettacode.org/wiki/A%2BB |
| ABC Problem | | | http://rosettacode.org/wiki/ABC_Problem | http://rosettacode.org/wiki/ABC_Problem |
| Abstract type | | | http://rosettacode.org/wiki/Abstract_type | http://rosettacode.org/wiki/Abstract_type |
| Abundant, deficient and perfect number | | | http://rosettacode.org/wiki/Abundant_deficient_and_perfect_number_classifications | http://rosettacode.org/wiki/Abundant_deficient_and_perfect_number_classifications |
| Accumulator factory | | | http://rosettacode.org/wiki/Accumulator_factory | http://rosettacode.org/wiki/Accumulator_factory |
| Ackermann function | | | http://rosettacode.org/wiki/Ackermann_function | http://rosettacode.org/wiki/Ackermann_function |
| Active Directory/Connect | | | http://rosettacode.org/wiki/Active_Directory/Connect | http://rosettacode.org/wiki/Active_Directory/Connect |
| Active Directory/Search for a user | | | http://rosettacode.org/wiki/Active_Directory/Search_for_a_user | http://rosettacode.org/wiki/Active_Directory/Search_for_a_user |
| Active object | | | http://rosettacode.org/wiki/Active_object | http://rosettacode.org/wiki/Active_object |
| Add a variable to a class instance at runtime | | | http://rosettacode.org/wiki/Add_a_variable_to_a_class_instance_at_runtime | http://rosettacode.org/wiki/Add_a_variable_to_a_class_instance_at_runtime |
| Address of a variable | | | http://rosettacode.org/wiki/Address_of_a_variable | http://rosettacode.org/wiki/Address_of_a_variable |
| AKS test for primes | | | http://rosettacode.org/wiki/AKS_test_for_primes | http://rosettacode.org/wiki/AKS_test_for_primes |
| Align columns | | | http://rosettacode.org/wiki/Align_columns | http://rosettacode.org/wiki/Align_columns |
| Aliquot sequence classifications | | | http://rosettacode.org/wiki/Aliquot_sequence_classifications | http://rosettacode.org/wiki/Aliquot_sequence_classifications |
| Almost prime | | | http://rosettacode.org/wiki/Almost_prime | http://rosettacode.org/wiki/Almost_prime |
| Amb | | | http://rosettacode.org/wiki/Amb | http://rosettacode.org/wiki/Amb |
| Amicable pairs | | | http://rosettacode.org/wiki/Amicable_pairs | http://rosettacode.org/wiki/Amicable_pairs |
| Anagrams | | | http://rosettacode.org/wiki/Anagrams | http://rosettacode.org/wiki/Anagrams |
| Anagrams/Deranged anagrams | | | http://rosettacode.org/wiki/Anagrams/Deranged_anagrams | http://rosettacode.org/wiki/Anagrams/Deranged_anagrams |
| Animate a pendulum | | | http://rosettacode.org/wiki/Animate_a_pendulum | http://rosettacode.org/wiki/Animate_a_pendulum |
| Animation | | | http://rosettacode.org/wiki/Animation | http://rosettacode.org/wiki/Animation |
| Anonymous recursion | | | http://rosettacode.org/wiki/Anonymous_recursion | http://rosettacode.org/wiki/Anonymous_recursion |
| Append a record to the end of a text file | | | http://rosettacode.org/wiki/Append_a_record_to_the_end_of_a_text_file | http://rosettacode.org/wiki/Append_a_record_to_the_end_of_a_text_file |
| Apply a callback to an array | | | http://rosettacode.org/wiki/Apply_a_callback_to_an_array | http://rosettacode.org/wiki/Apply_a_callback_to_an_array |
| Arbitrary-precision integers (included) | | | http://rosettacode.org/wiki/Arbitrary-precision_integers_(included) | http://rosettacode.org/wiki/Arbitrary-precision_integers_(included) |
| Arena storage pool | | | http://rosettacode.org/wiki/Arena_storage_pool | http://rosettacode.org/wiki/Arena_storage_pool |
| Arithmetic evaluation | | | http://rosettacode.org/wiki/Arithmetic_evaluation | http://rosettacode.org/wiki/Arithmetic_evaluation |
| Arithmetic-geometric mean | | | http://rosettacode.org/wiki/Arithmetic-geometric_mean | http://rosettacode.org/wiki/Arithmetic-geometric_mean |
| Arithmetic-geometric mean/Calculate Pi | | | http://rosettacode.org/wiki/Arithmetic-geometric_mean/Calculate_Pi | http://rosettacode.org/wiki/Arithmetic-geometric_mean/Calculate_Pi |
| Arithmetic/Complex | | | http://rosettacode.org/wiki/Arithmetic/Complex | http://rosettacode.org/wiki/Arithmetic/Complex |
| Arithmetic/Integer | | | http://rosettacode.org/wiki/Arithmetic/Integer | http://rosettacode.org/wiki/Arithmetic/Integer |
| Arithmetic/Rational | | | http://rosettacode.org/wiki/Arithmetic/Rational | http://rosettacode.org/wiki/Arithmetic/Rational |
| Array concatenation | | | http://rosettacode.org/wiki/Array_concatenation | http://rosettacode.org/wiki/Array_concatenation |
| Array length | | | http://rosettacode.org/wiki/Array_length | http://rosettacode.org/wiki/Array_length |
| Arrays | | | http://rosettacode.org/wiki/Arrays | http://rosettacode.org/wiki/Arrays |
| Assertions | | | http://rosettacode.org/wiki/Assertions | http://rosettacode.org/wiki/Assertions |
| Associative array/Creation | | | http://rosettacode.org/wiki/Associative_array/Creation | http://rosettacode.org/wiki/Associative_array/Creation |
| Associative array/Iteration | | | http://rosettacode.org/wiki/Associative_array/Iteration | http://rosettacode.org/wiki/Associative_array/Iteration |
| Atomic updates | | | http://rosettacode.org/wiki/Atomic_updates | http://rosettacode.org/wiki/Atomic_updates |
| Average loop length | | | http://rosettacode.org/wiki/Average_loop_length | http://rosettacode.org/wiki/Average_loop_length |
| Averages/Arithmetic mean | | | http://rosettacode.org/wiki/Averages/Arithmetic_mean | http://rosettacode.org/wiki/Averages/Arithmetic_mean |
| Averages/Mean angle | | | http://rosettacode.org/wiki/Averages/Mean_angle | http://rosettacode.org/wiki/Averages/Mean_angle |
| Averages/Mean time of day | | | http://rosettacode.org/wiki/Averages/Mean_time_of_day | http://rosettacode.org/wiki/Averages/Mean_time_of_day |
| Averages/Median | | | http://rosettacode.org/wiki/Averages/Median | http://rosettacode.org/wiki/Averages/Median |
| Averages/Mode | | | http://rosettacode.org/wiki/Averages/Mode | http://rosettacode.org/wiki/Averages/Mode |
| Averages/Pythagorean means | | | http://rosettacode.org/wiki/Averages/Pythagorean_means | http://rosettacode.org/wiki/Averages/Pythagorean_means |
| Averages/Root mean square | | | http://rosettacode.org/wiki/Averages/Root_mean_square | http://rosettacode.org/wiki/Averages/Root_mean_square |
| Averages/Simple moving average | | | http://rosettacode.org/wiki/Averages/Simple_moving_average | http://rosettacode.org/wiki/Averages/Simple_moving_average |
| AVL tree | | | http://rosettacode.org/wiki/AVL_tree | http://rosettacode.org/wiki/AVL_tree |
| Balanced brackets | | | http://rosettacode.org/wiki/Balanced_brackets | http://rosettacode.org/wiki/Balanced_brackets |

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| Balanced ternary | | | http://rosettacode.org/wiki/Balanced_ternary | http://rosettacode.org/wiki/Balanced_ternary |
| Benford's law | | | http://rosettacode.org/wiki/Benford%27s_law | http://rosettacode.org/wiki/Benford%27s_law |
| Bernoulli numbers | | | http://rosettacode.org/wiki/Bernoulli_numbers | http://rosettacode.org/wiki/Bernoulli_numbers |
| Best shuffle | | | http://rosettacode.org/wiki/Best_shuffle | http://rosettacode.org/wiki/Best_shuffle |
| Binary digits | | | http://rosettacode.org/wiki/Binary_digits | http://rosettacode.org/wiki/Binary_digits |
| Binary search | | | http://rosettacode.org/wiki/Binary_search | http://rosettacode.org/wiki/Binary_search |
| Binary strings | | | http://rosettacode.org/wiki/Binary_strings | http://rosettacode.org/wiki/Binary_strings |
| Bitcoin/address validation | | | http://rosettacode.org/wiki/Bitcoin/address_validation | http://rosettacode.org/wiki/Bitcoin/address_validation |
| Bitcoin/public point to address | | | http://rosettacode.org/wiki/Bitcoin/public_point_to_address | http://rosettacode.org/wiki/Bitcoin/public_point_to_address |
| Bitmap | | | http://rosettacode.org/wiki/Bitmap | http://rosettacode.org/wiki/Bitmap |
| Bitmap/Bresenham's line algorithm | | | http://rosettacode.org/wiki/Bitmap/Bresenham%27s_line_algorithm | http://rosettacode.org/wiki/Bitmap/Bresenham%27s_line_algorithm |
| Bitmap/Flood fill | | | http://rosettacode.org/wiki/Bitmap/Flood_fill | http://rosettacode.org/wiki/Bitmap/Flood_fill |
| Bitmap/Histogram | | | http://rosettacode.org/wiki/Bitmap/Histogram | http://rosettacode.org/wiki/Bitmap/Histogram |
| Bitmap/Midpoint circle algorithm | | | http://rosettacode.org/wiki/Bitmap/Midpoint_circle_algorithm | http://rosettacode.org/wiki/Bitmap/Midpoint_circle_algorithm |
| Bitmap/PPM conversion through a pipe | | | http://rosettacode.org/wiki/Bitmap/PPM_conversion_through_a_pipe | http://rosettacode.org/wiki/Bitmap/PPM_conversion_through_a_pipe |
| Bitmap/Read a PPM file | | | http://rosettacode.org/wiki/Bitmap/Read_a_PPM_file | http://rosettacode.org/wiki/Bitmap/Read_a_PPM_file |
| Bitmap/Read an image through a pipe | | | http://rosettacode.org/wiki/Bitmap/Read_an_image_through_a_pipe | http://rosettacode.org/wiki/Bitmap/Read_an_image_through_a_pipe |
| Bitmap/Write a PPM file | | | http://rosettacode.org/wiki/Bitmap/Write_a_PPM_file | http://rosettacode.org/wiki/Bitmap/Write_a_PPM_file |
| Bitwise IO | | | http://rosettacode.org/wiki/Bitwise_IO | http://rosettacode.org/wiki/Bitwise_IO |
| Bitwise operations | | | http://rosettacode.org/wiki/Bitwise_operations | http://rosettacode.org/wiki/Bitwise_operations |
| Boolean values | | | http://rosettacode.org/wiki/Boolean_values | http://rosettacode.org/wiki/Boolean_values |
| Box the compass | | | http://rosettacode.org/wiki/Box_the_compass | http://rosettacode.org/wiki/Box_the_compass |
| Brace expansion | | | http://rosettacode.org/wiki/Brace_expansion | http://rosettacode.org/wiki/Brace_expansion |
| Break OO privacy | | | http://rosettacode.org/wiki/Break_OO_privacy | http://rosettacode.org/wiki/Break_OO_privacy |
| Brownian tree | | | http://rosettacode.org/wiki/Brownian_tree | http://rosettacode.org/wiki/Brownian_tree |
| Bulls and cows | | | http://rosettacode.org/wiki/Bulls_and_cows | http://rosettacode.org/wiki/Bulls_and_cows |
| Bulls and cows/Player | | | http://rosettacode.org/wiki/Bulls_and_cows/Player | http://rosettacode.org/wiki/Bulls_and_cows/Player |
| Caesar cipher | | | http://rosettacode.org/wiki/Caesar_cipher | http://rosettacode.org/wiki/Caesar_cipher |
| Calendar | | | http://rosettacode.org/wiki/Calendar | http://rosettacode.org/wiki/Calendar |
| Calendar - for "REAL" programmers | | | http://rosettacode.org/wiki/Calendar_-_for_%22REAL%22_programmers | http://rosettacode.org/wiki/Calendar_-_for_%22REAL%22_programmers |
| Call a foreign-language function | | | http://rosettacode.org/wiki/Call_a_foreign-language_function | http://rosettacode.org/wiki/Call_a_foreign-language_function |
| Call a function | | | http://rosettacode.org/wiki/Call_a_function | http://rosettacode.org/wiki/Call_a_function |
| Call a function in a shared library | | | http://rosettacode.org/wiki/Call_a_function_in_a_shared_library | http://rosettacode.org/wiki/Call_a_function_in_a_shared_library |
| Call an object method | | | http://rosettacode.org/wiki/Call_an_object_method | http://rosettacode.org/wiki/Call_an_object_method |
| Canny edge detector | | | http://rosettacode.org/wiki/Canny_edge_detector | http://rosettacode.org/wiki/Canny_edge_detector |
| Carmichael 3 strong pseudoprimes | | | http://rosettacode.org/wiki/Carmichael_3_strong_pseudoprimes | http://rosettacode.org/wiki/Carmichael_3_strong_pseudoprimes |
| Case-sensitivity of identifiers | | | http://rosettacode.org/wiki/Case-sensitivity_of_identifiers | http://rosettacode.org/wiki/Case-sensitivity_of_identifiers |
| Casting out nines | | | http://rosettacode.org/wiki/Casting_out_nines | http://rosettacode.org/wiki/Casting_out_nines |
| Catalan numbers | | | http://rosettacode.org/wiki/Catalan_numbers | http://rosettacode.org/wiki/Catalan_numbers |
| Catalan numbers/Pascal's triangle | | | http://rosettacode.org/wiki/Catalan_numbers/Pascal%27s_triangle | http://rosettacode.org/wiki/Catalan_numbers/Pascal%27s_triangle |
| Catamorphism | | | http://rosettacode.org/wiki/Catamorphism | http://rosettacode.org/wiki/Catamorphism |
| Character codes | | | http://rosettacode.org/wiki/Character_codes | http://rosettacode.org/wiki/Character_codes |
| Chat server | | | http://rosettacode.org/wiki/Chat_server | http://rosettacode.org/wiki/Chat_server |
| Check Machin-like formulas | | | http://rosettacode.org/wiki/Check_Machin-like_formulas | http://rosettacode.org/wiki/Check_Machin-like_formulas |
| Check that file exists | | | http://rosettacode.org/wiki/Check_that_file_exists | http://rosettacode.org/wiki/Check_that_file_exists |
| Checkpoint synchronization | | | http://rosettacode.org/wiki/Checkpoint_synchronization | http://rosettacode.org/wiki/Checkpoint_synchronization |
| Chinese remainder theorem | | | http://rosettacode.org/wiki/Chinese_remainder_theorem | http://rosettacode.org/wiki/Chinese_remainder_theorem |
| Cholesky decomposition | | | http://rosettacode.org/wiki/Cholesky_decomposition | http://rosettacode.org/wiki/Cholesky_decomposition |
| Circles of given radius through two points | | | http://rosettacode.org/wiki/Circles_of_given_radius_through_two_points | http://rosettacode.org/wiki/Circles_of_given_radius_through_two_points |
| Classes | | | http://rosettacode.org/wiki/Classes | http://rosettacode.org/wiki/Classes |
| Closest-pair problem | | | http://rosettacode.org/wiki/Closest-pair_problem | http://rosettacode.org/wiki/Closest-pair_problem |
| Closures/Value capture | | | http://rosettacode.org/wiki/Closures/Value_capture | http://rosettacode.org/wiki/Closures/Value_capture |
| Collections | | | http://rosettacode.org/wiki/Collections | http://rosettacode.org/wiki/Collections |
| Color of a screen pixel | | | http://rosettacode.org/wiki/Color_of_a_screen_pixel | http://rosettacode.org/wiki/Color_of_a_screen_pixel |
| Color quantization | | | http://rosettacode.org/wiki/Color_quantization | http://rosettacode.org/wiki/Color_quantization |

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|--|---------------------|----------|---|---|
| Colour bars/Display | | | http://rosettacode.org/wiki/Colour_bars/Display | http://rosettacode.org/wiki/Colour_bars/Display |
| Colour pinstripe/Display | | | http://rosettacode.org/wiki/Colour_pinstripe/Display | http://rosettacode.org/wiki/Colour_pinstripe/Display |
| Colour pinstripe/Printer | | | http://rosettacode.org/wiki/Colour_pinstripe/Printer | http://rosettacode.org/wiki/Colour_pinstripe/Printer |
| Combinations | | | http://rosettacode.org/wiki/Combinations | http://rosettacode.org/wiki/Combinations |
| Combinations and permutations | | | http://rosettacode.org/wiki/Combinations_and_permutations | http://rosettacode.org/wiki/Combinations_and_permutations |
| Combinations with repetitions | | | http://rosettacode.org/wiki/Combinations_with_repetitions | http://rosettacode.org/wiki/Combinations_with_repetitions |
| Comma quibbling | | | http://rosettacode.org/wiki/Comma_quibbling | http://rosettacode.org/wiki/Comma_quibbling |
| Command-line arguments | | | http://rosettacode.org/wiki/Command-line_arguments | http://rosettacode.org/wiki/Command-line_arguments |
| Comments | | | http://rosettacode.org/wiki/Comments | http://rosettacode.org/wiki/Comments |
| Compare a list of strings | | | http://rosettacode.org/wiki/Compare_a_list_of_strings | http://rosettacode.org/wiki/Compare_a_list_of_strings |
| Compare sorting algorithms' performance | | | http://rosettacode.org/wiki/Compare_sorting_algorithms%27_performance | http://rosettacode.org/wiki/Compare_sorting_algorithms%27_performance |
| Compile-time calculation | | | http://rosettacode.org/wiki/Compile-time_calculation | http://rosettacode.org/wiki/Compile-time_calculation |
| Compound data type | | | http://rosettacode.org/wiki/Compound_data_type | http://rosettacode.org/wiki/Compound_data_type |
| Concurrent computing | | | http://rosettacode.org/wiki/Concurrent_computing | http://rosettacode.org/wiki/Concurrent_computing |
| Conditional structures | | | http://rosettacode.org/wiki/Conditional_structures | http://rosettacode.org/wiki/Conditional_structures |
| Conjugate transpose | | | http://rosettacode.org/wiki/Conjugate_transpose | http://rosettacode.org/wiki/Conjugate_transpose |
| Constrained genericity | | | http://rosettacode.org/wiki/Constrained_genericity | http://rosettacode.org/wiki/Constrained_genericity |
| Constrained random points on a circle | | | http://rosettacode.org/wiki/Constrained_random_points_on_a_circle | http://rosettacode.org/wiki/Constrained_random_points_on_a_circle |
| Continued fraction | | | http://rosettacode.org/wiki/Continued_fraction | http://rosettacode.org/wiki/Continued_fraction |
| Continued fraction/Arithmetic/Construct from rational number | | | http://rosettacode.org/wiki/Continued_fraction/Arithmetic/Construct_from_rational_number | http://rosettacode.org/wiki/Continued_fraction/Arithmetic/Construct_from_rational_number |
| Convert decimal number to rational | | | http://rosettacode.org/wiki/Convert_decimal_number_to_rational | http://rosettacode.org/wiki/Convert_decimal_number_to_rational |
| Convert seconds to compound duration | | | http://rosettacode.org/wiki/Convert_seconds_to_compound_duration | http://rosettacode.org/wiki/Convert_seconds_to_compound_duration |
| Conway's Game of Life | | | http://rosettacode.org/wiki/Conway%27s_Game_of_Life | http://rosettacode.org/wiki/Conway%27s_Game_of_Life |
| Copy a string | | | http://rosettacode.org/wiki/Copy_a_string | http://rosettacode.org/wiki/Copy_a_string |
| Count in factors | | | http://rosettacode.org/wiki/Count_in_factors | http://rosettacode.org/wiki/Count_in_factors |
| Count in octal | | | http://rosettacode.org/wiki/Count_in_octal | http://rosettacode.org/wiki/Count_in_octal |
| Count occurrences of a substring | | | http://rosettacode.org/wiki/Count_occurrences_of_a_substring | http://rosettacode.org/wiki/Count_occurrences_of_a_substring |
| Count the coins | | | http://rosettacode.org/wiki/Count_the_coins | http://rosettacode.org/wiki/Count_the_coins |
| Cramer's rule | | | http://rosettacode.org/wiki/Cramer%27s_rule | http://rosettacode.org/wiki/Cramer%27s_rule |
| CRC-32 | | | http://rosettacode.org/wiki/CRC-32 | http://rosettacode.org/wiki/CRC-32 |
| Create a file | | | http://rosettacode.org/wiki/Create_a_file | http://rosettacode.org/wiki/Create_a_file |
| Create a file on magnetic tape | | | http://rosettacode.org/wiki/Create_a_file_on_magnetic_tape | http://rosettacode.org/wiki/Create_a_file_on_magnetic_tape |
| Create a two-dimensional array at runtime | | | http://rosettacode.org/wiki/Create_a_two-dimensional_array_at_runtime | http://rosettacode.org/wiki/Create_a_two-dimensional_array_at_runtime |
| Create an HTML table | | | http://rosettacode.org/wiki/Create_an_HTML_table | http://rosettacode.org/wiki/Create_an_HTML_table |
| Create an object at a given address | | | http://rosettacode.org/wiki/Create_an_object_at_a_given_address | http://rosettacode.org/wiki/Create_an_object_at_a_given_address |
| CSV data manipulation | | | http://rosettacode.org/wiki/CSV_data_manipulation | http://rosettacode.org/wiki/CSV_data_manipulation |
| CSV to HTML translation | | | http://rosettacode.org/wiki/CSV_to_HTML_translation | http://rosettacode.org/wiki/CSV_to_HTML_translation |
| Currying | | | http://rosettacode.org/wiki/Currying | http://rosettacode.org/wiki/Currying |
| Cut a rectangle | | | http://rosettacode.org/wiki/Cut_a_rectangle | http://rosettacode.org/wiki/Cut_a_rectangle |
| Date format | | | http://rosettacode.org/wiki/Date_format | http://rosettacode.org/wiki/Date_format |
| Date manipulation | | | http://rosettacode.org/wiki/Date_manipulation | http://rosettacode.org/wiki/Date_manipulation |
| Day of the week | | | http://rosettacode.org/wiki/Day_of_the_week | http://rosettacode.org/wiki/Day_of_the_week |
| Deal cards for FreeCell | | | http://rosettacode.org/wiki/Deal_cards_for_FreeCell | http://rosettacode.org/wiki/Deal_cards_for_FreeCell |
| Death Star | | | http://rosettacode.org/wiki/Death_Star | http://rosettacode.org/wiki/Death_Star |
| Deconvolution/1D | | | http://rosettacode.org/wiki/Deconvolution/1D | http://rosettacode.org/wiki/Deconvolution/1D |
| Deconvolution/2D+ | | | http://rosettacode.org/wiki/Deconvolution/2D%2B | http://rosettacode.org/wiki/Deconvolution/2D%2B |
| Deepcopy | | | http://rosettacode.org/wiki/Deepcopy | http://rosettacode.org/wiki/Deepcopy |
| Define a primitive data type | | | http://rosettacode.org/wiki/Define_a_primitive_data_type | http://rosettacode.org/wiki/Define_a_primitive_data_type |
| Delegates | | | http://rosettacode.org/wiki/Delegates | http://rosettacode.org/wiki/Delegates |
| Delete a file | | | http://rosettacode.org/wiki/Delete_a_file | http://rosettacode.org/wiki/Delete_a_file |
| Detect division by zero | | | http://rosettacode.org/wiki/Detect_division_by_zero | http://rosettacode.org/wiki/Detect_division_by_zero |
| Determine if a string is numeric | | | http://rosettacode.org/wiki/Determine_if_a_string_is_numeric | http://rosettacode.org/wiki/Determine_if_a_string_is_numeric |
| Determine if only one instance is running | | | http://rosettacode.org/wiki/Determine_if_only_one_instance_is_running | http://rosettacode.org/wiki/Determine_if_only_one_instance_is_running |
| Digital root | | | http://rosettacode.org/wiki/Digital_root | http://rosettacode.org/wiki/Digital_root |
| Digital root/Multiplicative digital root | | | http://rosettacode.org/wiki/Digital_root/Multiplicative_digital_root | http://rosettacode.org/wiki/Digital_root/Multiplicative_digital_root |

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|---|---------------------|----------|---|---|
| Dinesman's multiple-dwelling problem | | | http://rosettacode.org/wiki/Dinesman%27s_multiple-dwelling_problem | http://rosettacode.org/wiki/Dinesman%27s_multiple-dwelling_problem |
| Dining philosophers | | | http://rosettacode.org/wiki/Dining_philosophers | http://rosettacode.org/wiki/Dining_philosophers |
| Discordian date | | | http://rosettacode.org/wiki/Discordian_date | http://rosettacode.org/wiki/Discordian_date |
| Distributed programming | | | http://rosettacode.org/wiki/Distributed_programming | http://rosettacode.org/wiki/Distributed_programming |
| DNS query | | | http://rosettacode.org/wiki/DNS_query | http://rosettacode.org/wiki/DNS_query |
| Documentation | | | http://rosettacode.org/wiki/Documentation | http://rosettacode.org/wiki/Documentation |
| Dot product | | | http://rosettacode.org/wiki/Dot_product | http://rosettacode.org/wiki/Dot_product |
| Doubly-linked list/Definition | | | http://rosettacode.org/wiki/Doubly-linked_list/Definition | http://rosettacode.org/wiki/Doubly-linked_list/Definition |
| Doubly-linked list/Element definition | | | http://rosettacode.org/wiki/Doubly-linked_list/Element_definition | http://rosettacode.org/wiki/Doubly-linked_list/Element_definition |
| Doubly-linked list/Element insertion | | | http://rosettacode.org/wiki/Doubly-linked_list/Element_insertion | http://rosettacode.org/wiki/Doubly-linked_list/Element_insertion |
| Doubly-linked list/Traversal | | | http://rosettacode.org/wiki/Doubly-linked_list/Traversal | http://rosettacode.org/wiki/Doubly-linked_list/Traversal |
| Dragon curve | | | http://rosettacode.org/wiki/Dragon_curve | http://rosettacode.org/wiki/Dragon_curve |
| Draw a clock | | | http://rosettacode.org/wiki/Draw_a_clock | http://rosettacode.org/wiki/Draw_a_clock |
| Draw a cuboid | | | http://rosettacode.org/wiki/Draw_a_cuboid | http://rosettacode.org/wiki/Draw_a_cuboid |
| Draw a sphere | | | http://rosettacode.org/wiki/Draw_a_sphere | http://rosettacode.org/wiki/Draw_a_sphere |
| Dutch national flag problem | | | http://rosettacode.org/wiki/Dutch_national_flag_problem | http://rosettacode.org/wiki/Dutch_national_flag_problem |
| Dynamic variable names | | | http://rosettacode.org/wiki/Dynamic_variable_names | http://rosettacode.org/wiki/Dynamic_variable_names |
| Echo server | | | http://rosettacode.org/wiki/Echo_server | http://rosettacode.org/wiki/Echo_server |
| Element-wise operations | | | http://rosettacode.org/wiki/Element-wise_operations | http://rosettacode.org/wiki/Element-wise_operations |
| Empty directory | | | http://rosettacode.org/wiki/Empty_directory | http://rosettacode.org/wiki/Empty_directory |
| Empty program | | | http://rosettacode.org/wiki/Empty_program | http://rosettacode.org/wiki/Empty_program |
| Empty string | | | http://rosettacode.org/wiki/Empty_string | http://rosettacode.org/wiki/Empty_string |
| Enforced immutability | | | http://rosettacode.org/wiki/Enforced_immutability | http://rosettacode.org/wiki/Enforced_immutability |
| Entropy | | | http://rosettacode.org/wiki/Entropy | http://rosettacode.org/wiki/Entropy |
| Enumerations | | | http://rosettacode.org/wiki/Enumerations | http://rosettacode.org/wiki/Enumerations |
| Environment variables | | | http://rosettacode.org/wiki/Environment_variables | http://rosettacode.org/wiki/Environment_variables |
| Equilibrium index | | | http://rosettacode.org/wiki/Equilibrium_index | http://rosettacode.org/wiki/Equilibrium_index |
| Ethiopian multiplication | | | http://rosettacode.org/wiki/Ethiopian_multiplication | http://rosettacode.org/wiki/Ethiopian_multiplication |
| Euler method | | | http://rosettacode.org/wiki/Euler_method | http://rosettacode.org/wiki/Euler_method |
| Euler's sum of powers conjecture | | | http://rosettacode.org/wiki/Euler%27s_sum_of_powers_conjecture | http://rosettacode.org/wiki/Euler%27s_sum_of_powers_conjecture |
| Evaluate binomial coefficients | | | http://rosettacode.org/wiki/Evaluate_binomial_coefficients | http://rosettacode.org/wiki/Evaluate_binomial_coefficients |
| Even or odd | | | http://rosettacode.org/wiki/Even_or_odd | http://rosettacode.org/wiki/Even_or_odd |
| Events | | | http://rosettacode.org/wiki/Events | http://rosettacode.org/wiki/Events |
| Evolutionary algorithm | | | http://rosettacode.org/wiki/Evolutionary_algorithm | http://rosettacode.org/wiki/Evolutionary_algorithm |
| Exceptions | | | http://rosettacode.org/wiki/Exceptions | http://rosettacode.org/wiki/Exceptions |
| Exceptions/Catch an exception thrown in a nested call | | | http://rosettacode.org/wiki/Exceptions/Catch_an_exception_thrown_in_a_nested_call | http://rosettacode.org/wiki/Exceptions/Catch_an_exception_thrown_in_a_nested_call |
| Executable library | | | http://rosettacode.org/wiki/Executable_library | http://rosettacode.org/wiki/Executable_library |
| Execute a Markov algorithm | | | http://rosettacode.org/wiki/Execute_a_Markov_algorithm | http://rosettacode.org/wiki/Execute_a_Markov_algorithm |
| Execute a system command | | | http://rosettacode.org/wiki/Execute_a_system_command | http://rosettacode.org/wiki/Execute_a_system_command |
| Execute Brain**** | | | http://rosettacode.org/wiki/Execute_Brain**** | http://rosettacode.org/wiki/Execute_Brain**** |
| Execute HQ9+ | | | http://rosettacode.org/wiki/Execute_HQ9%2B | http://rosettacode.org/wiki/Execute_HQ9%2B |
| Execute SNUSP | | | http://rosettacode.org/wiki/Execute_SNUSP | http://rosettacode.org/wiki/Execute_SNUSP |
| Exponentiation operator | | | http://rosettacode.org/wiki/Exponentiation_operator | http://rosettacode.org/wiki/Exponentiation_operator |
| Extend your language | | | http://rosettacode.org/wiki/Extend_your_language | http://rosettacode.org/wiki/Extend_your_language |
| Extensible prime generator | | | http://rosettacode.org/wiki/Extensible_prime_generator | http://rosettacode.org/wiki/Extensible_prime_generator |
| Extreme floating point values | | | http://rosettacode.org/wiki/Extreme_floating_point_values | http://rosettacode.org/wiki/Extreme_floating_point_values |
| Factorial | | | http://rosettacode.org/wiki/Factorial | http://rosettacode.org/wiki/Factorial |
| Factors of a Mersenne number | | | http://rosettacode.org/wiki/Factors_of_a_Mersenne_number | http://rosettacode.org/wiki/Factors_of_a_Mersenne_number |
| Factors of an integer | | | http://rosettacode.org/wiki/Factors_of_an_integer | http://rosettacode.org/wiki/Factors_of_an_integer |
| Fast Fourier transform | | | http://rosettacode.org/wiki/Fast_Fourier_transform | http://rosettacode.org/wiki/Fast_Fourier_transform |
| Fibonacci n-step number sequences | | | http://rosettacode.org/wiki/Fibonacci_n-step_number_sequences | http://rosettacode.org/wiki/Fibonacci_n-step_number_sequences |
| Fibonacci sequence | | | http://rosettacode.org/wiki/Fibonacci_sequence | http://rosettacode.org/wiki/Fibonacci_sequence |
| Fibonacci word | | | http://rosettacode.org/wiki/Fibonacci_word | http://rosettacode.org/wiki/Fibonacci_word |
| Fibonacci word/fractal | | | http://rosettacode.org/wiki/Fibonacci_word/fractal | http://rosettacode.org/wiki/Fibonacci_word/fractal |
| File input/output | | | http://rosettacode.org/wiki/File_input/output | http://rosettacode.org/wiki/File_input/output |

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|---|---------------------|----------|---|---|
| File modification time | | | http://rosettacode.org/wiki/File_modification_time | http://rosettacode.org/wiki/File_modification_time |
| File size | | | http://rosettacode.org/wiki/File_size | http://rosettacode.org/wiki/File_size |
| Filter | | | http://rosettacode.org/wiki/Filter | http://rosettacode.org/wiki/Filter |
| Find common directory path | | | http://rosettacode.org/wiki/Find_common_directory_path | http://rosettacode.org/wiki/Find_common_directory_path |
| Find largest left truncatable prime in a given base | | | http://rosettacode.org/wiki/Find_largest_left_truncatable_prime_in_a_given_base | http://rosettacode.org/wiki/Find_largest_left_truncatable_prime_in_a_given_base |
| Find limit of recursion | | | http://rosettacode.org/wiki/Find_limit_of_recursion | http://rosettacode.org/wiki/Find_limit_of_recursion |
| Find the last Sunday of each month | | | http://rosettacode.org/wiki/Find_the_last_Sunday_of_each_month | http://rosettacode.org/wiki/Find_the_last_Sunday_of_each_month |
| Find the missing permutation | | | http://rosettacode.org/wiki/Find_the_missing_permutation | http://rosettacode.org/wiki/Find_the_missing_permutation |
| First class environments | | | http://rosettacode.org/wiki/First_class_environments | http://rosettacode.org/wiki/First_class_environments |
| First-class functions | | | http://rosettacode.org/wiki/First-class_functions | http://rosettacode.org/wiki/First-class_functions |
| First-class functions/Use numbers analogously | | | http://rosettacode.org/wiki/First-class_functions/Use_numbers_analogously | http://rosettacode.org/wiki/First-class_functions/Use_numbers_analogously |
| Five weekends | | | http://rosettacode.org/wiki/Five_weekends | http://rosettacode.org/wiki/Five_weekends |
| FizzBuzz | | | http://rosettacode.org/wiki/FizzBuzz | http://rosettacode.org/wiki/FizzBuzz |
| Flatten a list | | | http://rosettacode.org/wiki/Flatten_a_list | http://rosettacode.org/wiki/Flatten_a_list |
| Flipping bits game | | | http://rosettacode.org/wiki/Flipping_bits_game | http://rosettacode.org/wiki/Flipping_bits_game |
| Flow-control structures | | | http://rosettacode.org/wiki/Flow-control_structures | http://rosettacode.org/wiki/Flow-control_structures |
| Floyd's triangle | | | http://rosettacode.org/wiki/Floyd%27s_triangle | http://rosettacode.org/wiki/Floyd%27s_triangle |
| Forest fire | | | http://rosettacode.org/wiki/Forest_fire | http://rosettacode.org/wiki/Forest_fire |
| Fork | | | http://rosettacode.org/wiki/Fork | http://rosettacode.org/wiki/Fork |
| Formal power series | | | http://rosettacode.org/wiki/Formal_power_series | http://rosettacode.org/wiki/Formal_power_series |
| Formatted numeric output | | | http://rosettacode.org/wiki/Formatted_numeric_output | http://rosettacode.org/wiki/Formatted_numeric_output |
| Forward difference | | | http://rosettacode.org/wiki/Forward_difference | http://rosettacode.org/wiki/Forward_difference |
| Four bit adder | | | http://rosettacode.org/wiki/Four_bit_adder | http://rosettacode.org/wiki/Four_bit_adder |
| Fractal tree | | | http://rosettacode.org/wiki/Fractal_tree | http://rosettacode.org/wiki/Fractal_tree |
| Fractran | | | http://rosettacode.org/wiki/Fractran | http://rosettacode.org/wiki/Fractran |
| FTP | | | http://rosettacode.org/wiki/FTP | http://rosettacode.org/wiki/FTP |
| Function composition | | | http://rosettacode.org/wiki/Function_composition | http://rosettacode.org/wiki/Function_composition |
| Function definition | | | http://rosettacode.org/wiki/Function_definition | http://rosettacode.org/wiki/Function_definition |
| Function frequency | | | http://rosettacode.org/wiki/Function_frequency | http://rosettacode.org/wiki/Function_frequency |
| Function prototype | | | http://rosettacode.org/wiki/Function_prototype | http://rosettacode.org/wiki/Function_prototype |
| Galton box animation | | | http://rosettacode.org/wiki/Galton_box_animation | http://rosettacode.org/wiki/Galton_box_animation |
| Gamma function | | | http://rosettacode.org/wiki/Gamma_function | http://rosettacode.org/wiki/Gamma_function |
| Gaussian elimination | | | http://rosettacode.org/wiki/Gaussian_elimination | http://rosettacode.org/wiki/Gaussian_elimination |
| General FizzBuzz | | | http://rosettacode.org/wiki/General_FizzBuzz | http://rosettacode.org/wiki/General_FizzBuzz |
| Generate Chess960 starting position | | | http://rosettacode.org/wiki/Generate_Chess960_starting_position | http://rosettacode.org/wiki/Generate_Chess960_starting_position |
| Generate lower case ASCII alphabet | | | http://rosettacode.org/wiki/Generate_lower_case_ASCII_alphabet | http://rosettacode.org/wiki/Generate_lower_case_ASCII_alphabet |
| Generator/Exponential | | | http://rosettacode.org/wiki/Generator/Exponential | http://rosettacode.org/wiki/Generator/Exponential |
| Generic swap | | | http://rosettacode.org/wiki/Generic_swap | http://rosettacode.org/wiki/Generic_swap |
| Globally replace text in several files | | | http://rosettacode.org/wiki/Globally_replace_text_in_several_files | http://rosettacode.org/wiki/Globally_replace_text_in_several_files |
| Go Fish | | | http://rosettacode.org/wiki/Go_Fish | http://rosettacode.org/wiki/Go_Fish |
| Gray code | | | http://rosettacode.org/wiki/Gray_code | http://rosettacode.org/wiki/Gray_code |
| Grayscale image | | | http://rosettacode.org/wiki/Grayscale_image | http://rosettacode.org/wiki/Grayscale_image |
| Greatest common divisor | | | http://rosettacode.org/wiki/Greatest_common_divisor | http://rosettacode.org/wiki/Greatest_common_divisor |
| Greatest element of a list | | | http://rosettacode.org/wiki/Greatest_element_of_a_list | http://rosettacode.org/wiki/Greatest_element_of_a_list |
| Greatest subsequential sum | | | http://rosettacode.org/wiki/Greatest_subsequential_sum | http://rosettacode.org/wiki/Greatest_subsequential_sum |
| Greyscale bars/Display | | | http://rosettacode.org/wiki/Greyscale_bars/Display | http://rosettacode.org/wiki/Greyscale_bars/Display |
| Guess the number | | | http://rosettacode.org/wiki/Guess_the_number | http://rosettacode.org/wiki/Guess_the_number |
| Guess the number/With feedback | | | http://rosettacode.org/wiki/Guess_the_number/With_feedback | http://rosettacode.org/wiki/Guess_the_number/With_feedback |
| Guess the number/With feedback (player) | | | http://rosettacode.org/wiki/Guess_the_number/With_feedback_(player) | http://rosettacode.org/wiki/Guess_the_number/With_feedback_(player) |
| GUI component interaction | | | http://rosettacode.org/wiki/GUI_component_interaction | http://rosettacode.org/wiki/GUI_component_interaction |
| GUI enabling/disabling of controls | | | http://rosettacode.org/wiki/GUI_enabling/disabling_of_controls | http://rosettacode.org/wiki/GUI_enabling/disabling_of_controls |
| GUI/Maximum window dimensions | | | http://rosettacode.org/wiki/GUI/Maximum_window_dimensions | http://rosettacode.org/wiki/GUI/Maximum_window_dimensions |
| Hailstone sequence | | | http://rosettacode.org/wiki/Hailstone_sequence | http://rosettacode.org/wiki/Hailstone_sequence |
| Hamming numbers | | | http://rosettacode.org/wiki/Hamming_numbers | http://rosettacode.org/wiki/Hamming_numbers |
| Handle a signal | | | http://rosettacode.org/wiki/Handle_a_signal | http://rosettacode.org/wiki/Handle_a_signal |

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| Happy numbers | | | http://rosettacode.org/wiki/Happy_numbers | http://rosettacode.org/wiki/Happy_numbers |
| Harshad or Niven series | | | http://rosettacode.org/wiki/Harshad_or_Niven_series | http://rosettacode.org/wiki/Harshad_or_Niven_series |
| Hash from two arrays | | | http://rosettacode.org/wiki/Hash_from_two_arrays | http://rosettacode.org/wiki/Hash_from_two_arrays |
| Hash join | | | http://rosettacode.org/wiki/Hash_join | http://rosettacode.org/wiki/Hash_join |
| Haversine formula | | | http://rosettacode.org/wiki/Haversine_formula | http://rosettacode.org/wiki/Haversine_formula |
| Hello world/Graphical | | | http://rosettacode.org/wiki/Hello_world/Graphical | http://rosettacode.org/wiki/Hello_world/Graphical |
| Hello world/Line printer | | | http://rosettacode.org/wiki/Hello_world/Line_printer | http://rosettacode.org/wiki/Hello_world/Line_printer |
| Hello world/Newbie | | | http://rosettacode.org/wiki/Hello_world/Newbie | http://rosettacode.org/wiki/Hello_world/Newbie |
| Hello world/Newline omission | | | http://rosettacode.org/wiki/Hello_world/Newline_omission | http://rosettacode.org/wiki/Hello_world/Newline_omission |
| Hello world/Standard error | | | http://rosettacode.org/wiki/Hello_world/Standard_error | http://rosettacode.org/wiki/Hello_world/Standard_error |
| Hello world/Text | | | http://rosettacode.org/wiki/Hello_world/Text | http://rosettacode.org/wiki/Hello_world/Text |
| Hello world/Web server | | | http://rosettacode.org/wiki/Hello_world/Web_server | http://rosettacode.org/wiki/Hello_world/Web_server |
| Here document | | | http://rosettacode.org/wiki/Here_document | http://rosettacode.org/wiki/Here_document |
| Heronian triangles | | | http://rosettacode.org/wiki/Heronian_triangles | http://rosettacode.org/wiki/Heronian_triangles |
| Hickerson series of almost integers | | | http://rosettacode.org/wiki/Hickerson_series_of_almost_integers | http://rosettacode.org/wiki/Hickerson_series_of_almost_integers |
| Higher-order functions | | | http://rosettacode.org/wiki/Higher-order_functions | http://rosettacode.org/wiki/Higher-order_functions |
| History variables | | | http://rosettacode.org/wiki/History_variables | http://rosettacode.org/wiki/History_variables |
| Hofstadter Figure-Figure sequences | | | http://rosettacode.org/wiki/Hofstadter_Figure-Figure_sequences | http://rosettacode.org/wiki/Hofstadter_Figure-Figure_sequences |
| Hofstadter Q sequence | | | http://rosettacode.org/wiki/Hofstadter_Q_sequence | http://rosettacode.org/wiki/Hofstadter_Q_sequence |
| Hofstadter-Conway \$10,000 sequence | | | http://rosettacode.org/wiki/Hofstadter-Conway_\$10,000_sequence | http://rosettacode.org/wiki/Hofstadter-Conway_\$10,000_sequence |
| Holidays related to Easter | | | http://rosettacode.org/wiki/Holidays_related_to_Easter | http://rosettacode.org/wiki/Holidays_related_to_Easter |
| Honeycombs | | | http://rosettacode.org/wiki/Honeycombs | http://rosettacode.org/wiki/Honeycombs |
| Horizontal sundial calculations | | | http://rosettacode.org/wiki/Horizontal_sundial_calculations | http://rosettacode.org/wiki/Horizontal_sundial_calculations |
| Horner's rule for polynomial evaluation | | | http://rosettacode.org/wiki/Horner%27s_rule_for_polynomial_evaluation | http://rosettacode.org/wiki/Horner%27s_rule_for_polynomial_evaluation |
| Host introspection | | | http://rosettacode.org/wiki/Host_introspection | http://rosettacode.org/wiki/Host_introspection |
| Hostname | | | http://rosettacode.org/wiki/Hostname | http://rosettacode.org/wiki/Hostname |
| Hough transform | | | http://rosettacode.org/wiki/Hough_transform | http://rosettacode.org/wiki/Hough_transform |
| HTTP | | | http://rosettacode.org/wiki/HTTP | http://rosettacode.org/wiki/HTTP |
| HTTPS | | | http://rosettacode.org/wiki/HTTPS | http://rosettacode.org/wiki/HTTPS |
| HTTPS/Authenticated | | | http://rosettacode.org/wiki/HTTPS/Authenticated | http://rosettacode.org/wiki/HTTPS/Authenticated |
| HTTPS/Client-authenticated | | | http://rosettacode.org/wiki/HTTPS/Client-authenticated | http://rosettacode.org/wiki/HTTPS/Client-authenticated |
| Huffman coding | | | http://rosettacode.org/wiki/Huffman_coding | http://rosettacode.org/wiki/Huffman_coding |
| I before E except after C | | | http://rosettacode.org/wiki/I_before_E_except_after_C | http://rosettacode.org/wiki/I_before_E_except_after_C |
| IBAN | | | http://rosettacode.org/wiki/IBAN | http://rosettacode.org/wiki/IBAN |
| Identity matrix | | | http://rosettacode.org/wiki/Identity_matrix | http://rosettacode.org/wiki/Identity_matrix |
| Image convolution | | | http://rosettacode.org/wiki/Image_convolution | http://rosettacode.org/wiki/Image_convolution |
| Image noise | | | http://rosettacode.org/wiki/Image_noise | http://rosettacode.org/wiki/Image_noise |
| Include a file | | | http://rosettacode.org/wiki/Include_a_file | http://rosettacode.org/wiki/Include_a_file |
| Increment a numerical string | | | http://rosettacode.org/wiki/Increment_a_numerical_string | http://rosettacode.org/wiki/Increment_a_numerical_string |
| Infinity | | | http://rosettacode.org/wiki/Infinity | http://rosettacode.org/wiki/Infinity |
| Inheritance/Multiple | | | http://rosettacode.org/wiki/Inheritance/Multiple | http://rosettacode.org/wiki/Inheritance/Multiple |
| Inheritance/Single | | | http://rosettacode.org/wiki/Inheritance/Single | http://rosettacode.org/wiki/Inheritance/Single |
| Input loop | | | http://rosettacode.org/wiki/Input_loop | http://rosettacode.org/wiki/Input_loop |
| Integer comparison | | | http://rosettacode.org/wiki/Integer_comparison | http://rosettacode.org/wiki/Integer_comparison |
| Integer overflow | | | http://rosettacode.org/wiki/Integer_overflow | http://rosettacode.org/wiki/Integer_overflow |
| Integer sequence | | | http://rosettacode.org/wiki/Integer_sequence | http://rosettacode.org/wiki/Integer_sequence |
| Interactive programming | | | http://rosettacode.org/wiki/Interactive_programming | http://rosettacode.org/wiki/Interactive_programming |
| Introspection | | | http://rosettacode.org/wiki/Introspection | http://rosettacode.org/wiki/Introspection |
| Inverted index | | | http://rosettacode.org/wiki/Inverted_index | http://rosettacode.org/wiki/Inverted_index |
| Inverted syntax | | | http://rosettacode.org/wiki/Inverted_syntax | http://rosettacode.org/wiki/Inverted_syntax |
| Iterated digits squaring | | | http://rosettacode.org/wiki/Iterated_digits_squaring | http://rosettacode.org/wiki/Iterated_digits_squaring |
| Jaro distance | | | http://rosettacode.org/wiki/Jaro_distance | http://rosettacode.org/wiki/Jaro_distance |
| Jensen's Device | | | http://rosettacode.org/wiki/Jensen%27s_Device | http://rosettacode.org/wiki/Jensen%27s_Device |
| JortSort | | | http://rosettacode.org/wiki/JortSort | http://rosettacode.org/wiki/JortSort |
| Josephus problem | | | http://rosettacode.org/wiki/Josephus_problem | http://rosettacode.org/wiki/Josephus_problem |

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| Joystick position | | | http://rosettacode.org/wiki/Joystick_position | http://rosettacode.org/wiki/Joystick_position |
| JSON | | | http://rosettacode.org/wiki/JSON | http://rosettacode.org/wiki/JSON |
| Jump anywhere | | | http://rosettacode.org/wiki/Jump_anywhere | http://rosettacode.org/wiki/Jump_anywhere |
| K-d tree | | | http://rosettacode.org/wiki/K-d_tree | http://rosettacode.org/wiki/K-d_tree |
| K-means++ clustering | | | http://rosettacode.org/wiki/K-means%2B%2B_clustering | http://rosettacode.org/wiki/K-means%2B%2B_clustering |
| Kaprekar numbers | | | http://rosettacode.org/wiki/Kaprekar_numbers | http://rosettacode.org/wiki/Kaprekar_numbers |
| Keyboard input/Flush the keyboard buffer | | | http://rosettacode.org/wiki/Keyboard_input/Flush_the_keyboard_buffer | http://rosettacode.org/wiki/Keyboard_input/Flush_the_keyboard_buffer |
| Keyboard input/Keypress check | | | http://rosettacode.org/wiki/Keyboard_input/Keypress_check | http://rosettacode.org/wiki/Keyboard_input/Keypress_check |
| Keyboard input/Obtain a Y or N response | | | http://rosettacode.org/wiki/Keyboard_input/Obtain_a_Y_or_N_response | http://rosettacode.org/wiki/Keyboard_input/Obtain_a_Y_or_N_response |
| Keyboard macros | | | http://rosettacode.org/wiki/Keyboard_macros | http://rosettacode.org/wiki/Keyboard_macros |
| Knapsack problem/0-1 | | | http://rosettacode.org/wiki/Knapsack_problem/0-1 | http://rosettacode.org/wiki/Knapsack_problem/0-1 |
| Knapsack problem/Bounded | | | http://rosettacode.org/wiki/Knapsack_problem/Bounded | http://rosettacode.org/wiki/Knapsack_problem/Bounded |
| Knapsack problem/Continuous | | | http://rosettacode.org/wiki/Knapsack_problem/Continuous | http://rosettacode.org/wiki/Knapsack_problem/Continuous |
| Knapsack problem/Unbounded | | | http://rosettacode.org/wiki/Knapsack_problem/Unbounded | http://rosettacode.org/wiki/Knapsack_problem/Unbounded |
| Knight's tour | | | http://rosettacode.org/wiki/Knight%27s_tour | http://rosettacode.org/wiki/Knight%27s_tour |
| Knuth shuffle | | | http://rosettacode.org/wiki/Knuth_shuffle | http://rosettacode.org/wiki/Knuth_shuffle |
| Knuth's algorithm S | | | http://rosettacode.org/wiki/Knuth%27s_algorithm_S | http://rosettacode.org/wiki/Knuth%27s_algorithm_S |
| Langton's ant | | | http://rosettacode.org/wiki/Langton%27s_ant | http://rosettacode.org/wiki/Langton%27s_ant |
| Largest int from concatenated ints | | | http://rosettacode.org/wiki/Largest_int_from_concatenated_ints | http://rosettacode.org/wiki/Largest_int_from_concatenated_ints |
| Last Friday of each month | | | http://rosettacode.org/wiki/Last_Friday_of_each_month | http://rosettacode.org/wiki/Last_Friday_of_each_month |
| Last letter-first letter | | | http://rosettacode.org/wiki/Last_letter-first_letter | http://rosettacode.org/wiki/Last_letter-first_letter |
| Leap year | | | http://rosettacode.org/wiki/Leap_year | http://rosettacode.org/wiki/Leap_year |
| Least common multiple | | | http://rosettacode.org/wiki/Least_common_multiple | http://rosettacode.org/wiki/Least_common_multiple |
| Left factorials | | | http://rosettacode.org/wiki/Left_factorials | http://rosettacode.org/wiki/Left_factorials |
| Letter frequency | | | http://rosettacode.org/wiki/Letter_frequency | http://rosettacode.org/wiki/Letter_frequency |
| Levenshtein distance | | | http://rosettacode.org/wiki/Levenshtein_distance | http://rosettacode.org/wiki/Levenshtein_distance |
| Linear congruential generator | | | http://rosettacode.org/wiki/Linear_congruential_generator | http://rosettacode.org/wiki/Linear_congruential_generator |
| List comprehensions | | | http://rosettacode.org/wiki/List_comprehensions | http://rosettacode.org/wiki/List_comprehensions |
| Literals/Floating point | | | http://rosettacode.org/wiki/Literals/Floating_point | http://rosettacode.org/wiki/Literals/Floating_point |
| Literals/Integer | | | http://rosettacode.org/wiki/Literals/Integer | http://rosettacode.org/wiki/Literals/Integer |
| Literals/String | | | http://rosettacode.org/wiki/Literals/String | http://rosettacode.org/wiki/Literals/String |
| Logical operations | | | http://rosettacode.org/wiki/Logical_operations | http://rosettacode.org/wiki/Logical_operations |
| Long multiplication | | | http://rosettacode.org/wiki/Long_multiplication | http://rosettacode.org/wiki/Long_multiplication |
| Longest common subsequence | | | http://rosettacode.org/wiki/Longest_common_subsequence | http://rosettacode.org/wiki/Longest_common_subsequence |
| Longest increasing subsequence | | | http://rosettacode.org/wiki/Longest_increasing_subsequence | http://rosettacode.org/wiki/Longest_increasing_subsequence |
| Longest string challenge | | | http://rosettacode.org/wiki/Longest_string_challenge | http://rosettacode.org/wiki/Longest_string_challenge |
| Look-and-say sequence | | | http://rosettacode.org/wiki/Look-and-say_sequence | http://rosettacode.org/wiki/Look-and-say_sequence |
| Loop over multiple arrays simultaneously | | | http://rosettacode.org/wiki/Loop_over_multiple_arrays_simultaneously | http://rosettacode.org/wiki/Loop_over_multiple_arrays_simultaneously |
| Loops/Break | | | http://rosettacode.org/wiki/Loops/Break | http://rosettacode.org/wiki/Loops/Break |
| Loops/Continue | | | http://rosettacode.org/wiki/Loops/Continue | http://rosettacode.org/wiki/Loops/Continue |
| Loops/Do-while | | | http://rosettacode.org/wiki/Loops/Do-while | http://rosettacode.org/wiki/Loops/Do-while |
| Loops/Downward for | | | http://rosettacode.org/wiki/Loops/Downward_for | http://rosettacode.org/wiki/Loops/Downward_for |
| Loops/For | | | http://rosettacode.org/wiki/Loops/For | http://rosettacode.org/wiki/Loops/For |
| Loops/For with a specified step | | | http://rosettacode.org/wiki/Loops/For_with_a_specified_step | http://rosettacode.org/wiki/Loops/For_with_a_specified_step |
| Loops/Foreach | | | http://rosettacode.org/wiki/Loops/Foreach | http://rosettacode.org/wiki/Loops/Foreach |
| Loops/Infinite | | | http://rosettacode.org/wiki/Loops/Infinite | http://rosettacode.org/wiki/Loops/Infinite |
| Loops/N plus one half | | | http://rosettacode.org/wiki/Loops/N_plus_one_half | http://rosettacode.org/wiki/Loops/N_plus_one_half |
| Loops/Nested | | | http://rosettacode.org/wiki/Loops/Nested | http://rosettacode.org/wiki/Loops/Nested |
| Loops/While | | | http://rosettacode.org/wiki/Loops/While | http://rosettacode.org/wiki/Loops/While |
| LU decomposition | | | http://rosettacode.org/wiki/LU_decomposition | http://rosettacode.org/wiki/LU_decomposition |
| Lucas-Lehmer test | | | http://rosettacode.org/wiki/Lucas-Lehmer_test | http://rosettacode.org/wiki/Lucas-Lehmer_test |
| Ludic numbers | | | http://rosettacode.org/wiki/Ludic_numbers | http://rosettacode.org/wiki/Ludic_numbers |
| Luhn test of credit card numbers | | | http://rosettacode.org/wiki/Luhn_test_of_credit_card_numbers | http://rosettacode.org/wiki/Luhn_test_of_credit_card_numbers |
| Lychrel numbers | | | http://rosettacode.org/wiki/Lychrel_numbers | http://rosettacode.org/wiki/Lychrel_numbers |
| LZW compression | | | http://rosettacode.org/wiki/LZW_compression | http://rosettacode.org/wiki/LZW_compression |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|-----------------------------------|---------------------|----------|---|---|
| Machine code | | | http://rosettacode.org/wiki/Machine_code | http://rosettacode.org/wiki/Machine_code |
| Mad Libs | | | http://rosettacode.org/wiki/Mad_Libs | http://rosettacode.org/wiki/Mad_Libs |
| Magic squares of odd order | | | http://rosettacode.org/wiki/Magic_squares_of_odd_order | http://rosettacode.org/wiki/Magic_squares_of_odd_order |
| Main step of GOST 28147-89 | | | http://rosettacode.org/wiki/Main_step_of_GOST_28147-89 | http://rosettacode.org/wiki/Main_step_of_GOST_28147-89 |
| Make directory path | | | http://rosettacode.org/wiki/Make_directory_path | http://rosettacode.org/wiki/Make_directory_path |
| Man or boy test | | | http://rosettacode.org/wiki/Man_or_boy_test | http://rosettacode.org/wiki/Man_or_boy_test |
| Mandelbrot set | | | http://rosettacode.org/wiki/Mandelbrot_set | http://rosettacode.org/wiki/Mandelbrot_set |
| Map range | | | http://rosettacode.org/wiki/Map_range | http://rosettacode.org/wiki/Map_range |
| Matrix arithmetic | | | http://rosettacode.org/wiki/Matrix_arithmetic | http://rosettacode.org/wiki/Matrix_arithmetic |
| Matrix multiplication | | | http://rosettacode.org/wiki/Matrix_multiplication | http://rosettacode.org/wiki/Matrix_multiplication |
| Matrix transposition | | | http://rosettacode.org/wiki/Matrix_transposition | http://rosettacode.org/wiki/Matrix_transposition |
| Matrix-exponentiation operator | | | http://rosettacode.org/wiki/Matrix-exponentiation_operator | http://rosettacode.org/wiki/Matrix-exponentiation_operator |
| Maximum triangle path sum | | | http://rosettacode.org/wiki/Maximum_triangle_path_sum | http://rosettacode.org/wiki/Maximum_triangle_path_sum |
| Maze generation | | | http://rosettacode.org/wiki/Maze_generation | http://rosettacode.org/wiki/Maze_generation |
| Maze solving | | | http://rosettacode.org/wiki/Maze_solving | http://rosettacode.org/wiki/Maze_solving |
| MD4 | | | http://rosettacode.org/wiki/MD4 | http://rosettacode.org/wiki/MD4 |
| MD5 | | | http://rosettacode.org/wiki/MD5 | http://rosettacode.org/wiki/MD5 |
| MD5/Implementation | | | http://rosettacode.org/wiki/MD5/Implementation | http://rosettacode.org/wiki/MD5/Implementation |
| Median filter | | | http://rosettacode.org/wiki/Median_filter | http://rosettacode.org/wiki/Median_filter |
| Memory allocation | | | http://rosettacode.org/wiki/Memory_allocation | http://rosettacode.org/wiki/Memory_allocation |
| Memory layout of a data structure | | | http://rosettacode.org/wiki/Memory_layout_of_a_data_structure | http://rosettacode.org/wiki/Memory_layout_of_a_data_structure |
| Menu | | | http://rosettacode.org/wiki/Menu | http://rosettacode.org/wiki/Menu |
| Metaprogramming | | | http://rosettacode.org/wiki/Metaprogramming | http://rosettacode.org/wiki/Metaprogramming |
| Metered concurrency | | | http://rosettacode.org/wiki/Metered_concurrency | http://rosettacode.org/wiki/Metered_concurrency |
| Metronome | | | http://rosettacode.org/wiki/Metronome | http://rosettacode.org/wiki/Metronome |
| Middle three digits | | | http://rosettacode.org/wiki/Middle_three_digits | http://rosettacode.org/wiki/Middle_three_digits |
| Minesweeper game | | | http://rosettacode.org/wiki/Minesweeper_game | http://rosettacode.org/wiki/Minesweeper_game |
| Modular exponentiation | | | http://rosettacode.org/wiki/Modular_exponentiation | http://rosettacode.org/wiki/Modular_exponentiation |
| Modular inverse | | | http://rosettacode.org/wiki/Modular_inverse | http://rosettacode.org/wiki/Modular_inverse |
| Monte Carlo methods | | | http://rosettacode.org/wiki/Monte_Carlo_methods | http://rosettacode.org/wiki/Monte_Carlo_methods |
| Monty Hall problem | | | http://rosettacode.org/wiki/Monty_Hall_problem | http://rosettacode.org/wiki/Monty_Hall_problem |
| Morse code | | | http://rosettacode.org/wiki/Morse_code | http://rosettacode.org/wiki/Morse_code |
| Mouse position | | | http://rosettacode.org/wiki/Mouse_position | http://rosettacode.org/wiki/Mouse_position |
| Move-to-front algorithm | | | http://rosettacode.org/wiki/Move-to-front_algorithm | http://rosettacode.org/wiki/Move-to-front_algorithm |
| Multifactorial | | | http://rosettacode.org/wiki/Multifactorial | http://rosettacode.org/wiki/Multifactorial |
| Multiple distinct objects | | | http://rosettacode.org/wiki/Multiple_distinct_objects | http://rosettacode.org/wiki/Multiple_distinct_objects |
| Multiple regression | | | http://rosettacode.org/wiki/Multiple_regression | http://rosettacode.org/wiki/Multiple_regression |
| Multiplication tables | | | http://rosettacode.org/wiki/Multiplication_tables | http://rosettacode.org/wiki/Multiplication_tables |
| Multiplicative order | | | http://rosettacode.org/wiki/Multiplicative_order | http://rosettacode.org/wiki/Multiplicative_order |
| Multisplit | | | http://rosettacode.org/wiki/Multisplit | http://rosettacode.org/wiki/Multisplit |
| Munching squares | | | http://rosettacode.org/wiki/Munching_squares | http://rosettacode.org/wiki/Munching_squares |
| Mutual recursion | | | http://rosettacode.org/wiki/Mutual_recursion | http://rosettacode.org/wiki/Mutual_recursion |
| N'th | | | http://rosettacode.org/wiki/N%27th | http://rosettacode.org/wiki/N%27th |
| N-queens problem | | | http://rosettacode.org/wiki/N-queens_problem | http://rosettacode.org/wiki/N-queens_problem |
| Named parameters | | | http://rosettacode.org/wiki/Named_parameters | http://rosettacode.org/wiki/Named_parameters |
| Naming conventions | | | http://rosettacode.org/wiki/Naming_conventions | http://rosettacode.org/wiki/Naming_conventions |
| Narcissist | | | http://rosettacode.org/wiki/Narcissist | http://rosettacode.org/wiki/Narcissist |
| Narcissistic decimal number | | | http://rosettacode.org/wiki/Narcissistic_decimal_number | http://rosettacode.org/wiki/Narcissistic_decimal_number |
| Natural sorting | | | http://rosettacode.org/wiki/Natural_sorting | http://rosettacode.org/wiki/Natural_sorting |
| Nautical bell | | | http://rosettacode.org/wiki/Nautical_bell | http://rosettacode.org/wiki/Nautical_bell |
| Non-continuous subsequences | | | http://rosettacode.org/wiki/Non-continuous_subsequences | http://rosettacode.org/wiki/Non-continuous_subsequences |
| Non-decimal radices/Convert | | | http://rosettacode.org/wiki/Non-decimal_radices/Convert | http://rosettacode.org/wiki/Non-decimal_radices/Convert |
| Non-decimal radices/Input | | | http://rosettacode.org/wiki/Non-decimal_radices/Input | http://rosettacode.org/wiki/Non-decimal_radices/Input |
| Non-decimal radices/Output | | | http://rosettacode.org/wiki/Non-decimal_radices/Output | http://rosettacode.org/wiki/Non-decimal_radices/Output |
| Nonoblock | | | http://rosettacode.org/wiki/Nonoblock | http://rosettacode.org/wiki/Nonoblock |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|---|---------------------|----------|---|---|
| Nth root | | | http://rosettacode.org/wiki/Nth_root | http://rosettacode.org/wiki/Nth_root |
| Null object | | | http://rosettacode.org/wiki/Null_object | http://rosettacode.org/wiki/Null_object |
| Number names | | | http://rosettacode.org/wiki/Number_names | http://rosettacode.org/wiki/Number_names |
| Number reversal game | | | http://rosettacode.org/wiki/Number_reversal_game | http://rosettacode.org/wiki/Number_reversal_game |
| Numeric error propagation | | | http://rosettacode.org/wiki/Numeric_error_propagation | http://rosettacode.org/wiki/Numeric_error_propagation |
| Numerical integration | | | http://rosettacode.org/wiki/Numerical_integration | http://rosettacode.org/wiki/Numerical_integration |
| Numerical integration/Gauss-Legendre Quadrature | | | http://rosettacode.org/wiki/Numerical_integration/Gauss-Legendre_Quadrature | http://rosettacode.org/wiki/Numerical_integration/Gauss-Legendre_Quadrature |
| Object serialization | | | http://rosettacode.org/wiki/Object_serialization | http://rosettacode.org/wiki/Object_serialization |
| Odd word problem | | | http://rosettacode.org/wiki/Odd_word_problem | http://rosettacode.org/wiki/Odd_word_problem |
| Old lady swallowed a fly | | | http://rosettacode.org/wiki/Old_lady_swallowed_a_fly | http://rosettacode.org/wiki/Old_lady_swallowed_a_fly |
| OLE Automation | | | http://rosettacode.org/wiki/OLE_Automation | http://rosettacode.org/wiki/OLE_Automation |
| One of n lines in a file | | | http://rosettacode.org/wiki/One_of_n_lines_in_a_file | http://rosettacode.org/wiki/One_of_n_lines_in_a_file |
| One-dimensional cellular automata | | | http://rosettacode.org/wiki/One-dimensional_cellular_automata | http://rosettacode.org/wiki/One-dimensional_cellular_automata |
| OpenGL | | | http://rosettacode.org/wiki/OpenGL | http://rosettacode.org/wiki/OpenGL |
| Operator precedence | | | http://rosettacode.org/wiki/Operator_precedence | http://rosettacode.org/wiki/Operator_precedence |
| Optional parameters | | | http://rosettacode.org/wiki/Optional_parameters | http://rosettacode.org/wiki/Optional_parameters |
| Order disjoint list items | | | http://rosettacode.org/wiki/Order_disjoint_list_items | http://rosettacode.org/wiki/Order_disjoint_list_items |
| Order two numerical lists | | | http://rosettacode.org/wiki/Order_two_numerical_lists | http://rosettacode.org/wiki/Order_two_numerical_lists |
| Ordered Partitions | | | http://rosettacode.org/wiki/Ordered_Partitions | http://rosettacode.org/wiki/Ordered_Partitions |
| Ordered words | | | http://rosettacode.org/wiki/Ordered_words | http://rosettacode.org/wiki/Ordered_words |
| Palindrome detection | | | http://rosettacode.org/wiki/Palindrome_detection | http://rosettacode.org/wiki/Palindrome_detection |
| Pangram checker | | | http://rosettacode.org/wiki/Pangram_checker | http://rosettacode.org/wiki/Pangram_checker |
| Paraffins | | | http://rosettacode.org/wiki/Paraffins | http://rosettacode.org/wiki/Paraffins |
| Parallel calculations | | | http://rosettacode.org/wiki/Parallel_calculations | http://rosettacode.org/wiki/Parallel_calculations |
| Parametric polymorphism | | | http://rosettacode.org/wiki/Parametric_polymorphism | http://rosettacode.org/wiki/Parametric_polymorphism |
| Parametrized SQL statement | | | http://rosettacode.org/wiki/Parametrized_SQL_statement | http://rosettacode.org/wiki/Parametrized_SQL_statement |
| Parse an IP Address | | | http://rosettacode.org/wiki/Parse_an_IP_Address | http://rosettacode.org/wiki/Parse_an_IP_Address |
| Parsing/RPN calculator algorithm | | | http://rosettacode.org/wiki/Parsing/RPN_calculator_algorithm | http://rosettacode.org/wiki/Parsing/RPN_calculator_algorithm |
| Parsing/RPN to infix conversion | | | http://rosettacode.org/wiki/Parsing/RPN_to_infix_conversion | http://rosettacode.org/wiki/Parsing/RPN_to_infix_conversion |
| Parsing/Shunting-yard algorithm | | | http://rosettacode.org/wiki/Parsing/Shunting-yard_algorithm | http://rosettacode.org/wiki/Parsing/Shunting-yard_algorithm |
| Partial function application | | | http://rosettacode.org/wiki/Partial_function_application | http://rosettacode.org/wiki/Partial_function_application |
| Pascal matrix generation | | | http://rosettacode.org/wiki/Pascal_matrix_generation | http://rosettacode.org/wiki/Pascal_matrix_generation |
| Pascal's triangle | | | http://rosettacode.org/wiki/Pascal%27s_triangle | http://rosettacode.org/wiki/Pascal%27s_triangle |
| Pascal's triangle/Puzzle | | | http://rosettacode.org/wiki/Pascal%27s_triangle/Puzzle | http://rosettacode.org/wiki/Pascal%27s_triangle/Puzzle |
| Pattern matching | | | http://rosettacode.org/wiki/Pattern_matching | http://rosettacode.org/wiki/Pattern_matching |
| Penney's game | | | http://rosettacode.org/wiki/Penney%27s_game | http://rosettacode.org/wiki/Penney%27s_game |
| Percentage difference between images | | | http://rosettacode.org/wiki/Percentage_difference_between_images | http://rosettacode.org/wiki/Percentage_difference_between_images |
| Percolation/Bond percolation | | | http://rosettacode.org/wiki/Percolation/Bond_percolation | http://rosettacode.org/wiki/Percolation/Bond_percolation |
| Percolation/Mean cluster density | | | http://rosettacode.org/wiki/Percolation/Mean_cluster_density | http://rosettacode.org/wiki/Percolation/Mean_cluster_density |
| Percolation/Mean run density | | | http://rosettacode.org/wiki/Percolation/Mean_run_density | http://rosettacode.org/wiki/Percolation/Mean_run_density |
| Percolation/Site percolation | | | http://rosettacode.org/wiki/Percolation/Site_percolation | http://rosettacode.org/wiki/Percolation/Site_percolation |
| Perfect numbers | | | http://rosettacode.org/wiki/Perfect_numbers | http://rosettacode.org/wiki/Perfect_numbers |
| Permutation test | | | http://rosettacode.org/wiki/Permutation_test | http://rosettacode.org/wiki/Permutation_test |
| Permutations | | | http://rosettacode.org/wiki/Permutations | http://rosettacode.org/wiki/Permutations |
| Permutations by swapping | | | http://rosettacode.org/wiki/Permutations_by_swapping | http://rosettacode.org/wiki/Permutations_by_swapping |
| Permutations/Derangements | | | http://rosettacode.org/wiki/Permutations/Derangements | http://rosettacode.org/wiki/Permutations/Derangements |
| Permutations/Rank of a permutation | | | http://rosettacode.org/wiki/Permutations/Rank_of_a_permutation | http://rosettacode.org/wiki/Permutations/Rank_of_a_permutation |
| Pernicious numbers | | | http://rosettacode.org/wiki/Pernicious_numbers | http://rosettacode.org/wiki/Pernicious_numbers |
| Phrase reversals | | | http://rosettacode.org/wiki/Phrase_reversals | http://rosettacode.org/wiki/Phrase_reversals |
| Pi | | | http://rosettacode.org/wiki/Pi | http://rosettacode.org/wiki/Pi |
| Pick random element | | | http://rosettacode.org/wiki/Pick_random_element | http://rosettacode.org/wiki/Pick_random_element |
| Pig the dice game | | | http://rosettacode.org/wiki/Pig_the_dice_game | http://rosettacode.org/wiki/Pig_the_dice_game |
| Pig the dice game/Player | | | http://rosettacode.org/wiki/Pig_the_dice_game/Player | http://rosettacode.org/wiki/Pig_the_dice_game/Player |
| Pinstripe/Display | | | http://rosettacode.org/wiki/Pinstripe/Display | http://rosettacode.org/wiki/Pinstripe/Display |
| Pinstripe/Printer | | | http://rosettacode.org/wiki/Pinstripe/Printer | http://rosettacode.org/wiki/Pinstripe/Printer |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|--|---------------------|----------|---|---|
| Play recorded sounds | | | http://rosettacode.org/wiki/Play_recorded_sounds | http://rosettacode.org/wiki/Play_recorded_sounds |
| Playing cards | | | http://rosettacode.org/wiki/Playing_cards | http://rosettacode.org/wiki/Playing_cards |
| Plot coordinate pairs | | | http://rosettacode.org/wiki/Plot_coordinate_pairs | http://rosettacode.org/wiki/Plot_coordinate_pairs |
| Pointers and references | | | http://rosettacode.org/wiki/Pointers_and_references | http://rosettacode.org/wiki/Pointers_and_references |
| Polymorphic copy | | | http://rosettacode.org/wiki/Polymorphic_copy | http://rosettacode.org/wiki/Polymorphic_copy |
| Polymorphism | | | http://rosettacode.org/wiki/Polymorphism | http://rosettacode.org/wiki/Polymorphism |
| Polynomial long division | | | http://rosettacode.org/wiki/Polynomial_long_division | http://rosettacode.org/wiki/Polynomial_long_division |
| Polynomial regression | | | http://rosettacode.org/wiki/Polynomial_regression | http://rosettacode.org/wiki/Polynomial_regression |
| Power set | | | http://rosettacode.org/wiki/Power_set | http://rosettacode.org/wiki/Power_set |
| Pragmatic directives | | | http://rosettacode.org/wiki/Pragmatic_directives | http://rosettacode.org/wiki/Pragmatic_directives |
| Price fraction | | | http://rosettacode.org/wiki/Price_fraction | http://rosettacode.org/wiki/Price_fraction |
| Primality by trial division | | | http://rosettacode.org/wiki/Primality_by_trial_division | http://rosettacode.org/wiki/Primality_by_trial_division |
| Prime decomposition | | | http://rosettacode.org/wiki/Prime_decomposition | http://rosettacode.org/wiki/Prime_decomposition |
| Primes - allocate descendants to their ancestors | | | http://rosettacode.org/wiki/Primes_-_allocate_descendants_to_their_ancestors | http://rosettacode.org/wiki/Primes_-_allocate_descendants_to_their_ancestors |
| Primorial numbers | | | http://rosettacode.org/wiki/Primorial_numbers | http://rosettacode.org/wiki/Primorial_numbers |
| Priority queue | | | http://rosettacode.org/wiki/Priority_queue | http://rosettacode.org/wiki/Priority_queue |
| Probabilistic choice | | | http://rosettacode.org/wiki/Probabilistic_choice | http://rosettacode.org/wiki/Probabilistic_choice |
| Problem of Apollonius | | | http://rosettacode.org/wiki/Problem_of_Apollonius | http://rosettacode.org/wiki/Problem_of_Apollonius |
| Program name | | | http://rosettacode.org/wiki/Program_name | http://rosettacode.org/wiki/Program_name |
| Program termination | | | http://rosettacode.org/wiki/Program_termination | http://rosettacode.org/wiki/Program_termination |
| Pythagorean triples | | | http://rosettacode.org/wiki/Pythagorean_triples | http://rosettacode.org/wiki/Pythagorean_triples |
| QR decomposition | | | http://rosettacode.org/wiki/QR_decomposition | http://rosettacode.org/wiki/QR_decomposition |
| Quaternion type | | | http://rosettacode.org/wiki/Quaternion_type | http://rosettacode.org/wiki/Quaternion_type |
| Queue/Definition | | | http://rosettacode.org/wiki/Queue/Definition | http://rosettacode.org/wiki/Queue/Definition |
| Queue/Usage | | | http://rosettacode.org/wiki/Queue/Usage | http://rosettacode.org/wiki/Queue/Usage |
| Quickselect algorithm | | | http://rosettacode.org/wiki/Quickselect_algorithm | http://rosettacode.org/wiki/Quickselect_algorithm |
| Quine | | | http://rosettacode.org/wiki/Quine | http://rosettacode.org/wiki/Quine |
| Random number generator (device) | | | http://rosettacode.org/wiki/Random_number_generator_(device) | http://rosettacode.org/wiki/Random_number_generator_(device) |
| Random number generator (included) | | | http://rosettacode.org/wiki/Random_number_generator_(included) | http://rosettacode.org/wiki/Random_number_generator_(included) |
| Random numbers | | | http://rosettacode.org/wiki/Random_numbers | http://rosettacode.org/wiki/Random_numbers |
| Range expansion | | | http://rosettacode.org/wiki/Range_expansion | http://rosettacode.org/wiki/Range_expansion |
| Range extraction | | | http://rosettacode.org/wiki/Range_extraction | http://rosettacode.org/wiki/Range_extraction |
| Ranking methods | | | http://rosettacode.org/wiki/Ranking_methods | http://rosettacode.org/wiki/Ranking_methods |
| Rate counter | | | http://rosettacode.org/wiki/Rate_counter | http://rosettacode.org/wiki/Rate_counter |
| Ray-casting algorithm | | | http://rosettacode.org/wiki/Ray-casting_algorithm | http://rosettacode.org/wiki/Ray-casting_algorithm |
| RCRPG | | | http://rosettacode.org/wiki/RCRPG | http://rosettacode.org/wiki/RCRPG |
| Read a configuration file | | | http://rosettacode.org/wiki/Read_a_configuration_file | http://rosettacode.org/wiki/Read_a_configuration_file |
| Read a file line by line | | | http://rosettacode.org/wiki/Read_a_file_line_by_line | http://rosettacode.org/wiki/Read_a_file_line_by_line |
| Read a specific line from a file | | | http://rosettacode.org/wiki/Read_a_specific_line_from_a_file | http://rosettacode.org/wiki/Read_a_specific_line_from_a_file |
| Read entire file | | | http://rosettacode.org/wiki/Read_entire_file | http://rosettacode.org/wiki/Read_entire_file |
| Real constants and functions | | | http://rosettacode.org/wiki/Real_constants_and_functions | http://rosettacode.org/wiki/Real_constants_and_functions |
| Record sound | | | http://rosettacode.org/wiki/Record_sound | http://rosettacode.org/wiki/Record_sound |
| Reduced row echelon form | | | http://rosettacode.org/wiki/Reduced_row_echelon_form | http://rosettacode.org/wiki/Reduced_row_echelon_form |
| Regular expressions | | | http://rosettacode.org/wiki/Regular_expressions | http://rosettacode.org/wiki/Regular_expressions |
| Remove duplicate elements | | | http://rosettacode.org/wiki/Remove_duplicate_elements | http://rosettacode.org/wiki/Remove_duplicate_elements |
| Remove lines from a file | | | http://rosettacode.org/wiki/Remove_lines_from_a_file | http://rosettacode.org/wiki/Remove_lines_from_a_file |
| Rename a file | | | http://rosettacode.org/wiki/Rename_a_file | http://rosettacode.org/wiki/Rename_a_file |
| Rendezvous | | | http://rosettacode.org/wiki/Rendezvous | http://rosettacode.org/wiki/Rendezvous |
| Rep-string | | | http://rosettacode.org/wiki/Rep-string | http://rosettacode.org/wiki/Rep-string |
| Repeat a string | | | http://rosettacode.org/wiki/Repeat_a_string | http://rosettacode.org/wiki/Repeat_a_string |
| Resistor mesh | | | http://rosettacode.org/wiki/Resistor_mesh | http://rosettacode.org/wiki/Resistor_mesh |
| Respond to an unknown method call | | | http://rosettacode.org/wiki/Respond_to_an_unknown_method_call | http://rosettacode.org/wiki/Respond_to_an_unknown_method_call |
| Return multiple values | | | http://rosettacode.org/wiki/Return_multiple_values | http://rosettacode.org/wiki/Return_multiple_values |
| Reverse a string | | | http://rosettacode.org/wiki/Reverse_a_string | http://rosettacode.org/wiki/Reverse_a_string |
| Reverse words in a string | | | http://rosettacode.org/wiki/Reverse_words_in_a_string | http://rosettacode.org/wiki/Reverse_words_in_a_string |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|---|---------------------|----------|---|---|
| RIPEMD-160 | | | http://rosettacode.org/wiki/RIPEMD-160 | http://rosettacode.org/wiki/RIPEMD-160 |
| Rock-paper-scissors | | | http://rosettacode.org/wiki/Rock-paper-scissors | http://rosettacode.org/wiki/Rock-paper-scissors |
| Roman numerals/Decode | | | http://rosettacode.org/wiki/Roman_numerals/Decode | http://rosettacode.org/wiki/Roman_numerals/Decode |
| Roman numerals/Encode | | | http://rosettacode.org/wiki/Roman_numerals/Encode | http://rosettacode.org/wiki/Roman_numerals/Encode |
| Roots of a function | | | http://rosettacode.org/wiki/Roots_of_a_function | http://rosettacode.org/wiki/Roots_of_a_function |
| Roots of a quadratic function | | | http://rosettacode.org/wiki/Roots_of_a_quadratic_function | http://rosettacode.org/wiki/Roots_of_a_quadratic_function |
| Roots of unity | | | http://rosettacode.org/wiki/Roots_of_unity | http://rosettacode.org/wiki/Roots_of_unity |
| Rosetta Code/Count examples | | | http://rosettacode.org/wiki/Rosetta_Code/Count_examples | http://rosettacode.org/wiki/Rosetta_Code/Count_examples |
| Rosetta Code/Find bare lang tags | | | http://rosettacode.org/wiki/Rosetta_Code/Find_bare_lang_tags | http://rosettacode.org/wiki/Rosetta_Code/Find_bare_lang_tags |
| Rosetta Code/Find unimplemented tasks | | | http://rosettacode.org/wiki/Rosetta_Code/Find_unimplemented_tasks | http://rosettacode.org/wiki/Rosetta_Code/Find_unimplemented_tasks |
| Rosetta Code/Fix code tags | | | http://rosettacode.org/wiki/Rosetta_Code/Fix_code_tags | http://rosettacode.org/wiki/Rosetta_Code/Fix_code_tags |
| Rosetta Code/Rank languages by popularity | | | http://rosettacode.org/wiki/Rosetta_Code/Rank_languages_by_popularity | http://rosettacode.org/wiki/Rosetta_Code/Rank_languages_by_popularity |
| Rot-13 | | | http://rosettacode.org/wiki/Rot-13 | http://rosettacode.org/wiki/Rot-13 |
| RSA code | | | http://rosettacode.org/wiki/RSA_code | http://rosettacode.org/wiki/RSA_code |
| Run-length encoding | | | http://rosettacode.org/wiki/Run-length_encoding | http://rosettacode.org/wiki/Run-length_encoding |
| Runge-Kutta method | | | http://rosettacode.org/wiki/Runge-Kutta_method | http://rosettacode.org/wiki/Runge-Kutta_method |
| Runtime evaluation | | | http://rosettacode.org/wiki/Runtime_evaluation | http://rosettacode.org/wiki/Runtime_evaluation |
| Runtime evaluation/In an environment | | | http://rosettacode.org/wiki/Runtime_evaluation/In_an_environment | http://rosettacode.org/wiki/Runtime_evaluation/In_an_environment |
| S-Expressions | | | http://rosettacode.org/wiki/S-Expressions | http://rosettacode.org/wiki/S-Expressions |
| Safe addition | | | http://rosettacode.org/wiki/Safe_addition | http://rosettacode.org/wiki/Safe_addition |
| Sailors, coconuts and a monkey problem | | | http://rosettacode.org/wiki/Sailors_coconuts_and_a_monkey_problem | http://rosettacode.org/wiki/Sailors_coconuts_and_a_monkey_problem |
| Same Fringe | | | http://rosettacode.org/wiki/Same_Fringe | http://rosettacode.org/wiki/Same_Fringe |
| Scope modifiers | | | http://rosettacode.org/wiki/Scope_modifiers | http://rosettacode.org/wiki/Scope_modifiers |
| Scope/Function names and labels | | | http://rosettacode.org/wiki/Scope/Function_names_and_labels | http://rosettacode.org/wiki/Scope/Function_names_and_labels |
| Search a list | | | http://rosettacode.org/wiki/Search_a_list | http://rosettacode.org/wiki/Search_a_list |
| Secure temporary file | | | http://rosettacode.org/wiki/Secure_temporary_file | http://rosettacode.org/wiki/Secure_temporary_file |
| SEDOLs | | | http://rosettacode.org/wiki/SEDOLs | http://rosettacode.org/wiki/SEDOLs |
| Self-describing numbers | | | http://rosettacode.org/wiki/Self-describing_numbers | http://rosettacode.org/wiki/Self-describing_numbers |
| Self-referential sequence | | | http://rosettacode.org/wiki/Self-referential_sequence | http://rosettacode.org/wiki/Self-referential_sequence |
| Semiprime | | | http://rosettacode.org/wiki/Semiprime | http://rosettacode.org/wiki/Semiprime |
| Semordnilap | | | http://rosettacode.org/wiki/Semordnilap | http://rosettacode.org/wiki/Semordnilap |
| Send an unknown method call | | | http://rosettacode.org/wiki/Send_an_unknown_method_call | http://rosettacode.org/wiki/Send_an_unknown_method_call |
| Send email | | | http://rosettacode.org/wiki/Send_email | http://rosettacode.org/wiki/Send_email |
| Sequence of non-squares | | | http://rosettacode.org/wiki/Sequence_of_non-squares | http://rosettacode.org/wiki/Sequence_of_non-squares |
| Sequence of primes by Trial Division | | | http://rosettacode.org/wiki/Sequence_of_primes_by_Trial_Division | http://rosettacode.org/wiki/Sequence_of_primes_by_Trial_Division |
| Set | | | http://rosettacode.org/wiki/Set | http://rosettacode.org/wiki/Set |
| Set consolidation | | | http://rosettacode.org/wiki/Set_consolidation | http://rosettacode.org/wiki/Set_consolidation |
| Set of real numbers | | | http://rosettacode.org/wiki/Set_of_real_numbers | http://rosettacode.org/wiki/Set_of_real_numbers |
| Set puzzle | | | http://rosettacode.org/wiki/Set_puzzle | http://rosettacode.org/wiki/Set_puzzle |
| Seven-sided dice from five-sided dice | | | http://rosettacode.org/wiki/Seven-sided_dice_from_five-sided_dice | http://rosettacode.org/wiki/Seven-sided_dice_from_five-sided_dice |
| SHA-1 | | | http://rosettacode.org/wiki/SHA-1 | http://rosettacode.org/wiki/SHA-1 |
| SHA-256 | | | http://rosettacode.org/wiki/SHA-256 | http://rosettacode.org/wiki/SHA-256 |
| Shell one-liner | | | http://rosettacode.org/wiki/Shell_one-liner | http://rosettacode.org/wiki/Shell_one-liner |
| Short-circuit evaluation | | | http://rosettacode.org/wiki/Short-circuit_evaluation | http://rosettacode.org/wiki/Short-circuit_evaluation |
| Show the epoch | | | http://rosettacode.org/wiki/Show_the_epoch | http://rosettacode.org/wiki/Show_the_epoch |
| Sierpinski carpet | | | http://rosettacode.org/wiki/Sierpinski_carpet | http://rosettacode.org/wiki/Sierpinski_carpet |
| Sierpinski triangle | | | http://rosettacode.org/wiki/Sierpinski_triangle | http://rosettacode.org/wiki/Sierpinski_triangle |
| Sierpinski triangle/Graphical | | | http://rosettacode.org/wiki/Sierpinski_triangle/Graphical | http://rosettacode.org/wiki/Sierpinski_triangle/Graphical |
| Sieve of Eratosthenes | | | http://rosettacode.org/wiki/Sieve_of_Eratosthenes | http://rosettacode.org/wiki/Sieve_of_Eratosthenes |
| Simple database | | | http://rosettacode.org/wiki/Simple_database | http://rosettacode.org/wiki/Simple_database |
| Simple windowed application | | | http://rosettacode.org/wiki/Simple_windowed_application | http://rosettacode.org/wiki/Simple_windowed_application |
| Simulate input/Keyboard | | | http://rosettacode.org/wiki/Simulate_input/Keyboard | http://rosettacode.org/wiki/Simulate_input/Keyboard |
| Simulate input/Mouse | | | http://rosettacode.org/wiki/Simulate_input/Mouse | http://rosettacode.org/wiki/Simulate_input/Mouse |
| Singleton | | | http://rosettacode.org/wiki/Singleton | http://rosettacode.org/wiki/Singleton |
| Singly-linked list/Element definition | | | http://rosettacode.org/wiki/Singly-linked_list/Element_definition | http://rosettacode.org/wiki/Singly-linked_list/Element_definition |

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|---------------------------------------|---------------------|----------|---|---|
| Singly-linked list/Element insertion | | | http://rosettacode.org/wiki/Singly-linked_list/Element_insertion | http://rosettacode.org/wiki/Singly-linked_list/Element_insertion |
| Singly-linked list/Traversal | | | http://rosettacode.org/wiki/Singly-linked_list/Traversal | http://rosettacode.org/wiki/Singly-linked_list/Traversal |
| Sleep | | | http://rosettacode.org/wiki/Sleep | http://rosettacode.org/wiki/Sleep |
| SOAP | | | http://rosettacode.org/wiki/SOAP | http://rosettacode.org/wiki/SOAP |
| Sockets | | | http://rosettacode.org/wiki/Sockets | http://rosettacode.org/wiki/Sockets |
| Sokoban | | | http://rosettacode.org/wiki/Sokoban | http://rosettacode.org/wiki/Sokoban |
| Solve a Hidato puzzle | | | http://rosettacode.org/wiki/Solve_a_Hidato_puzzle | http://rosettacode.org/wiki/Solve_a_Hidato_puzzle |
| Solve a Holy Knight's tour | | | http://rosettacode.org/wiki/Solve_a_Holy_Knight%27s_tour | http://rosettacode.org/wiki/Solve_a_Holy_Knight%27s_tour |
| Solve a Hopido puzzle | | | http://rosettacode.org/wiki/Solve_a_Hopido_puzzle | http://rosettacode.org/wiki/Solve_a_Hopido_puzzle |
| Solve a Numbrix puzzle | | | http://rosettacode.org/wiki/Solve_a_Numbrix_puzzle | http://rosettacode.org/wiki/Solve_a_Numbrix_puzzle |
| Solve the no connection puzzle | | | http://rosettacode.org/wiki/Solve_the_no_connection_puzzle | http://rosettacode.org/wiki/Solve_the_no_connection_puzzle |
| Sort an array of composite structures | | | http://rosettacode.org/wiki/Sort_an_array_of_composite_structures | http://rosettacode.org/wiki/Sort_an_array_of_composite_structures |
| Sort an integer array | | | http://rosettacode.org/wiki/Sort_an_integer_array | http://rosettacode.org/wiki/Sort_an_integer_array |
| Sort disjoint sublist | | | http://rosettacode.org/wiki/Sort_disjoint_sublist | http://rosettacode.org/wiki/Sort_disjoint_sublist |
| Sort stability | | | http://rosettacode.org/wiki/Sort_stability | http://rosettacode.org/wiki/Sort_stability |
| Sort using a custom comparator | | | http://rosettacode.org/wiki/Sort_using_a_custom_comparator | http://rosettacode.org/wiki/Sort_using_a_custom_comparator |
| Sorting algorithms/Bead sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Bead_sort | http://rosettacode.org/wiki/Sorting_algorithms/Bead_sort |
| Sorting algorithms/Bogosort | | | http://rosettacode.org/wiki/Sorting_algorithms/Bogosort | http://rosettacode.org/wiki/Sorting_algorithms/Bogosort |
| Sorting algorithms/Bubble sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Bubble_sort | http://rosettacode.org/wiki/Sorting_algorithms/Bubble_sort |
| Sorting algorithms/Cocktail sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Cocktail_sort | http://rosettacode.org/wiki/Sorting_algorithms/Cocktail_sort |
| Sorting algorithms/Comb sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Comb_sort | http://rosettacode.org/wiki/Sorting_algorithms/Comb_sort |
| Sorting algorithms/Counting sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Counting_sort | http://rosettacode.org/wiki/Sorting_algorithms/Counting_sort |
| Sorting algorithms/Gnome sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Gnome_sort | http://rosettacode.org/wiki/Sorting_algorithms/Gnome_sort |
| Sorting algorithms/Heapsort | | | http://rosettacode.org/wiki/Sorting_algorithms/Heapsort | http://rosettacode.org/wiki/Sorting_algorithms/Heapsort |
| Sorting algorithms/Insertion sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Insertion_sort | http://rosettacode.org/wiki/Sorting_algorithms/Insertion_sort |
| Sorting algorithms/Merge sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Merge_sort | http://rosettacode.org/wiki/Sorting_algorithms/Merge_sort |
| Sorting algorithms/Pancake sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Pancake_sort | http://rosettacode.org/wiki/Sorting_algorithms/Pancake_sort |
| Sorting algorithms/Permutation sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Permutation_sort | http://rosettacode.org/wiki/Sorting_algorithms/Permutation_sort |
| Sorting algorithms/Quicksort | | | http://rosettacode.org/wiki/Sorting_algorithms/Quicksort | http://rosettacode.org/wiki/Sorting_algorithms/Quicksort |
| Sorting algorithms/Radix sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Radix_sort | http://rosettacode.org/wiki/Sorting_algorithms/Radix_sort |
| Sorting algorithms/Selection sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Selection_sort | http://rosettacode.org/wiki/Sorting_algorithms/Selection_sort |
| Sorting algorithms/Shell sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Shell_sort | http://rosettacode.org/wiki/Sorting_algorithms/Shell_sort |
| Sorting algorithms/Sleep sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Sleep_sort | http://rosettacode.org/wiki/Sorting_algorithms/Sleep_sort |
| Sorting algorithms/Stooge sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Stooge_sort | http://rosettacode.org/wiki/Sorting_algorithms/Stooge_sort |
| Sorting algorithms/Strand sort | | | http://rosettacode.org/wiki/Sorting_algorithms/Strand_sort | http://rosettacode.org/wiki/Sorting_algorithms/Strand_sort |
| Soundex | | | http://rosettacode.org/wiki/Soundex | http://rosettacode.org/wiki/Soundex |
| Sparkline in unicode | | | http://rosettacode.org/wiki/Sparkline_in_unicode | http://rosettacode.org/wiki/Sparkline_in_unicode |
| Special characters | | | http://rosettacode.org/wiki/Special_characters | http://rosettacode.org/wiki/Special_characters |
| Special variables | | | http://rosettacode.org/wiki/Special_variables | http://rosettacode.org/wiki/Special_variables |
| Speech synthesis | | | http://rosettacode.org/wiki/Speech_synthesis | http://rosettacode.org/wiki/Speech_synthesis |
| Spiral matrix | | | http://rosettacode.org/wiki/Spiral_matrix | http://rosettacode.org/wiki/Spiral_matrix |
| SQL-based authentication | | | http://rosettacode.org/wiki/SQL-based_authentication | http://rosettacode.org/wiki/SQL-based_authentication |
| Stable marriage problem | | | http://rosettacode.org/wiki/Stable_marriage_problem | http://rosettacode.org/wiki/Stable_marriage_problem |
| Stack | | | http://rosettacode.org/wiki/Stack | http://rosettacode.org/wiki/Stack |
| Stack traces | | | http://rosettacode.org/wiki/Stack_traces | http://rosettacode.org/wiki/Stack_traces |
| Stair-climbing puzzle | | | http://rosettacode.org/wiki/Stair-climbing_puzzle | http://rosettacode.org/wiki/Stair-climbing_puzzle |
| Standard deviation | | | http://rosettacode.org/wiki/Standard_deviation | http://rosettacode.org/wiki/Standard_deviation |
| Start from a main routine | | | http://rosettacode.org/wiki/Start_from_a_main_routine | http://rosettacode.org/wiki/Start_from_a_main_routine |
| State name puzzle | | | http://rosettacode.org/wiki/State_name_puzzle | http://rosettacode.org/wiki/State_name_puzzle |
| Statistics/Basic | | | http://rosettacode.org/wiki/Statistics/Basic | http://rosettacode.org/wiki/Statistics/Basic |
| Statistics/Normal distribution | | | http://rosettacode.org/wiki/Statistics/Normal_distribution | http://rosettacode.org/wiki/Statistics/Normal_distribution |
| Stem-and-leaf plot | | | http://rosettacode.org/wiki/Stem-and-leaf_plot | http://rosettacode.org/wiki/Stem-and-leaf_plot |
| Stern-Brocot sequence | | | http://rosettacode.org/wiki/Stern-Brocot_sequence | http://rosettacode.org/wiki/Stern-Brocot_sequence |
| String append | | | http://rosettacode.org/wiki/String_append | http://rosettacode.org/wiki/String_append |
| String case | | | http://rosettacode.org/wiki/String_case | http://rosettacode.org/wiki/String_case |

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|---|---------------------|----------|---|---|
| String comparison | | | http://rosettacode.org/wiki/String_comparison | http://rosettacode.org/wiki/String_comparison |
| String concatenation | | | http://rosettacode.org/wiki/String_concatenation | http://rosettacode.org/wiki/String_concatenation |
| String interpolation (included) | | | http://rosettacode.org/wiki/String_interpolation_(included) | http://rosettacode.org/wiki/String_interpolation_(included) |
| String length | | | http://rosettacode.org/wiki/String_length | http://rosettacode.org/wiki/String_length |
| String matching | | | http://rosettacode.org/wiki/String_matching | http://rosettacode.org/wiki/String_matching |
| String prepend | | | http://rosettacode.org/wiki/String_prepend | http://rosettacode.org/wiki/String_prepend |
| Strip a set of characters from a string | | | http://rosettacode.org/wiki/Strip_a_set_of_characters_from_a_string | http://rosettacode.org/wiki/Strip_a_set_of_characters_from_a_string |
| Strip block comments | | | http://rosettacode.org/wiki/Strip_block_comments | http://rosettacode.org/wiki/Strip_block_comments |
| Strip comments from a string | | | http://rosettacode.org/wiki/Strip_comments_from_a_string | http://rosettacode.org/wiki/Strip_comments_from_a_string |
| Strip control codes and extended characters from a string | | | http://rosettacode.org/wiki/Strip_control_codes_and_extended_characters_from_a_string | http://rosettacode.org/wiki/Strip_control_codes_and_extended_characters_from_a_string |
| Strip whitespace from a string/Top and tail | | | http://rosettacode.org/wiki/Strip_whitespace_from_a_string/Top_and_tail | http://rosettacode.org/wiki/Strip_whitespace_from_a_string/Top_and_tail |
| Subleq | | | http://rosettacode.org/wiki/Subleq | http://rosettacode.org/wiki/Subleq |
| Substring | | | http://rosettacode.org/wiki/Substring | http://rosettacode.org/wiki/Substring |
| Substring/Top and tail | | | http://rosettacode.org/wiki/Substring/Top_and_tail | http://rosettacode.org/wiki/Substring/Top_and_tail |
| Subtractive generator | | | http://rosettacode.org/wiki/Subtractive_generator | http://rosettacode.org/wiki/Subtractive_generator |
| Sudoku | | | http://rosettacode.org/wiki/Sudoku | http://rosettacode.org/wiki/Sudoku |
| Sum and product of an array | | | http://rosettacode.org/wiki/Sum_and_product_of_an_array | http://rosettacode.org/wiki/Sum_and_product_of_an_array |
| Sum digits of an integer | | | http://rosettacode.org/wiki/Sum_digits_of_an_integer | http://rosettacode.org/wiki/Sum_digits_of_an_integer |
| Sum multiples of 3 and 5 | | | http://rosettacode.org/wiki/Sum_multiples_of_3_and_5 | http://rosettacode.org/wiki/Sum_multiples_of_3_and_5 |
| Sum of a series | | | http://rosettacode.org/wiki/Sum_of_a_series | http://rosettacode.org/wiki/Sum_of_a_series |
| Sum of squares | | | http://rosettacode.org/wiki/Sum_of_squares | http://rosettacode.org/wiki/Sum_of_squares |
| Sutherland-Hodgman polygon clipping | | | http://rosettacode.org/wiki/Sutherland-Hodgman_polygon_clipping | http://rosettacode.org/wiki/Sutherland-Hodgman_polygon_clipping |
| Symmetric difference | | | http://rosettacode.org/wiki/Symmetric_difference | http://rosettacode.org/wiki/Symmetric_difference |
| Synchronous concurrency | | | http://rosettacode.org/wiki/Synchronous_concurrency | http://rosettacode.org/wiki/Synchronous_concurrency |
| System time | | | http://rosettacode.org/wiki/System_time | http://rosettacode.org/wiki/System_time |
| Table creation/Postal addresses | | | http://rosettacode.org/wiki/Table_creation/Postal_addresses | http://rosettacode.org/wiki/Table_creation/Postal_addresses |
| Take notes on the command line | | | http://rosettacode.org/wiki/Take_notes_on_the_command_line | http://rosettacode.org/wiki/Take_notes_on_the_command_line |
| Temperature conversion | | | http://rosettacode.org/wiki/Temperature_conversion | http://rosettacode.org/wiki/Temperature_conversion |
| Terminal control/Clear the screen | | | http://rosettacode.org/wiki/Terminal_control/Clear_the_screen | http://rosettacode.org/wiki/Terminal_control/Clear_the_screen |
| Terminal control/Coloured text | | | http://rosettacode.org/wiki/Terminal_control/Coloured_text | http://rosettacode.org/wiki/Terminal_control/Coloured_text |
| Terminal control/Cursor movement | | | http://rosettacode.org/wiki/Terminal_control/Cursor_movement | http://rosettacode.org/wiki/Terminal_control/Cursor_movement |
| Terminal control/Cursor positioning | | | http://rosettacode.org/wiki/Terminal_control/Cursor_positioning | http://rosettacode.org/wiki/Terminal_control/Cursor_positioning |
| Terminal control/Dimensions | | | http://rosettacode.org/wiki/Terminal_control/Dimensions | http://rosettacode.org/wiki/Terminal_control/Dimensions |
| Terminal control/Display an extended character | | | http://rosettacode.org/wiki/Terminal_control/Display_an_extended_character | http://rosettacode.org/wiki/Terminal_control/Display_an_extended_character |
| Terminal control/Hiding the cursor | | | http://rosettacode.org/wiki/Terminal_control/Hiding_the_cursor | http://rosettacode.org/wiki/Terminal_control/Hiding_the_cursor |
| Terminal control/Inverse video | | | http://rosettacode.org/wiki/Terminal_control/Inverse_video | http://rosettacode.org/wiki/Terminal_control/Inverse_video |
| Terminal control/Positional read | | | http://rosettacode.org/wiki/Terminal_control/Positional_read | http://rosettacode.org/wiki/Terminal_control/Positional_read |
| Terminal control/Preserve screen | | | http://rosettacode.org/wiki/Terminal_control/Preserve_screen | http://rosettacode.org/wiki/Terminal_control/Preserve_screen |
| Terminal control/Ringing the terminal bell | | | http://rosettacode.org/wiki/Terminal_control/Ringing_the_terminal_bell | http://rosettacode.org/wiki/Terminal_control/Ringing_the_terminal_bell |
| Terminal control/Unicode output | | | http://rosettacode.org/wiki/Terminal_control/Unicode_output | http://rosettacode.org/wiki/Terminal_control/Unicode_output |
| Ternary logic | | | http://rosettacode.org/wiki/Ternary_logic | http://rosettacode.org/wiki/Ternary_logic |
| Test a function | | | http://rosettacode.org/wiki/Test_a_function | http://rosettacode.org/wiki/Test_a_function |
| Text processing/1 | | | http://rosettacode.org/wiki/Text_processing/1 | http://rosettacode.org/wiki/Text_processing/1 |
| Text processing/2 | | | http://rosettacode.org/wiki/Text_processing/2 | http://rosettacode.org/wiki/Text_processing/2 |
| Text processing/Max licenses in use | | | http://rosettacode.org/wiki/Text_processing/Max_licenses_in_use | http://rosettacode.org/wiki/Text_processing/Max_licenses_in_use |
| Textonyms | | | http://rosettacode.org/wiki/Textonyms | http://rosettacode.org/wiki/Textonyms |
| The ISAAC Cipher | | | http://rosettacode.org/wiki/The_ISAAC_Cipher | http://rosettacode.org/wiki/The_ISAAC_Cipher |
| The Twelve Days of Christmas | | | http://rosettacode.org/wiki/The_Twelve_Days_of_Christmas | http://rosettacode.org/wiki/The_Twelve_Days_of_Christmas |
| Thiele's interpolation formula | | | http://rosettacode.org/wiki/Thiele%27s_interpolation_formula | http://rosettacode.org/wiki/Thiele%27s_interpolation_formula |
| Thue-Morse | | | http://rosettacode.org/wiki/Thue-Morse | http://rosettacode.org/wiki/Thue-Morse |
| Tic-tac-toe | | | http://rosettacode.org/wiki/Tic-tac-toe | http://rosettacode.org/wiki/Tic-tac-toe |
| Time a function | | | http://rosettacode.org/wiki/Time_a_function | http://rosettacode.org/wiki/Time_a_function |
| Tokenize a string | | | http://rosettacode.org/wiki/Tokenize_a_string | http://rosettacode.org/wiki/Tokenize_a_string |
| Top rank per group | | | http://rosettacode.org/wiki/Top_rank_per_group | http://rosettacode.org/wiki/Top_rank_per_group |
| Topic variable | | | http://rosettacode.org/wiki/Topic_variable | http://rosettacode.org/wiki/Topic_variable |

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|---|---------------------|----------|---|---|
| Topological sort | | | http://rosettacode.org/wiki/Topological_sort | http://rosettacode.org/wiki/Topological_sort |
| Topswops | | | http://rosettacode.org/wiki/Topswops | http://rosettacode.org/wiki/Topswops |
| Total circles area | | | http://rosettacode.org/wiki/Total_circles_area | http://rosettacode.org/wiki/Total_circles_area |
| Towers of Hanoi | | | http://rosettacode.org/wiki/Towers_of_Hanoi | http://rosettacode.org/wiki/Towers_of_Hanoi |
| Tree traversal | | | http://rosettacode.org/wiki/Tree_traversal | http://rosettacode.org/wiki/Tree_traversal |
| Trigonometric functions | | | http://rosettacode.org/wiki/Trigonometric_functions | http://rosettacode.org/wiki/Trigonometric_functions |
| Truncatable primes | | | http://rosettacode.org/wiki/Truncatable_primes | http://rosettacode.org/wiki/Truncatable_primes |
| Truncate a file | | | http://rosettacode.org/wiki/Truncate_a_file | http://rosettacode.org/wiki/Truncate_a_file |
| Twelve statements | | | http://rosettacode.org/wiki/Twelve_statements | http://rosettacode.org/wiki/Twelve_statements |
| Ulam spiral (for primes) | | | http://rosettacode.org/wiki/Ulam_spiral_(for_primes) | http://rosettacode.org/wiki/Ulam_spiral_(for_primes) |
| Unbias a random generator | | | http://rosettacode.org/wiki/Unbias_a_random_generator | http://rosettacode.org/wiki/Unbias_a_random_generator |
| Undefined values | | | http://rosettacode.org/wiki/Undefined_values | http://rosettacode.org/wiki/Undefined_values |
| Unicode strings | | | http://rosettacode.org/wiki/Unicode_strings | http://rosettacode.org/wiki/Unicode_strings |
| Unicode variable names | | | http://rosettacode.org/wiki/Unicode_variable_names | http://rosettacode.org/wiki/Unicode_variable_names |
| Universal Turing machine | | | http://rosettacode.org/wiki/Universal_Turing_machine | http://rosettacode.org/wiki/Universal_Turing_machine |
| Unix/ls | | | http://rosettacode.org/wiki/Unix/ls | http://rosettacode.org/wiki/Unix/ls |
| Update a configuration file | | | http://rosettacode.org/wiki/Update_a_configuration_file | http://rosettacode.org/wiki/Update_a_configuration_file |
| URL decoding | | | http://rosettacode.org/wiki/URL_decoding | http://rosettacode.org/wiki/URL_decoding |
| URL encoding | | | http://rosettacode.org/wiki/URL_encoding | http://rosettacode.org/wiki/URL_encoding |
| URL parser | | | http://rosettacode.org/wiki/URL_parser | http://rosettacode.org/wiki/URL_parser |
| Use another language to call a function | | | http://rosettacode.org/wiki/Use_another_language_to_call_a_function | http://rosettacode.org/wiki/Use_another_language_to_call_a_function |
| User input/Graphical | | | http://rosettacode.org/wiki/User_input/Graphical | http://rosettacode.org/wiki/User_input/Graphical |
| User input/Text | | | http://rosettacode.org/wiki/User_input/Text | http://rosettacode.org/wiki/User_input/Text |
| Vampire number | | | http://rosettacode.org/wiki/Vampire_number | http://rosettacode.org/wiki/Vampire_number |
| Van der Corput sequence | | | http://rosettacode.org/wiki/Van_der_Corput_sequence | http://rosettacode.org/wiki/Van_der_Corput_sequence |
| Variable size/Get | | | http://rosettacode.org/wiki/Variable_size/Get | http://rosettacode.org/wiki/Variable_size/Get |
| Variable size/Set | | | http://rosettacode.org/wiki/Variable_size/Set | http://rosettacode.org/wiki/Variable_size/Set |
| Variable-length quantity | | | http://rosettacode.org/wiki/Variable-length_quantity | http://rosettacode.org/wiki/Variable-length_quantity |
| Variables | | | http://rosettacode.org/wiki/Variables | http://rosettacode.org/wiki/Variables |
| Variadic function | | | http://rosettacode.org/wiki/Variadic_function | http://rosettacode.org/wiki/Variadic_function |
| Vector products | | | http://rosettacode.org/wiki/Vector_products | http://rosettacode.org/wiki/Vector_products |
| Verify distribution uniformity/Chi-squared test | | | http://rosettacode.org/wiki/Verify_distribution_uniformity/Chi-squared_test | http://rosettacode.org/wiki/Verify_distribution_uniformity/Chi-squared_test |
| Verify distribution uniformity/Naive | | | http://rosettacode.org/wiki/Verify_distribution_uniformity/Naive | http://rosettacode.org/wiki/Verify_distribution_uniformity/Naive |
| Video display modes | | | http://rosettacode.org/wiki/Video_display_modes | http://rosettacode.org/wiki/Video_display_modes |
| Visualize a tree | | | http://rosettacode.org/wiki/Visualize_a_tree | http://rosettacode.org/wiki/Visualize_a_tree |
| Vogel's approximation method | | | http://rosettacode.org/wiki/Vogel%27s_approximation_method | http://rosettacode.org/wiki/Vogel%27s_approximation_method |
| Voronoi diagram | | | http://rosettacode.org/wiki/Voronoi_diagram | http://rosettacode.org/wiki/Voronoi_diagram |
| Walk a directory/Non-recursively | | | http://rosettacode.org/wiki/Walk_a_directory/Non-recursively | http://rosettacode.org/wiki/Walk_a_directory/Non-recursively |
| Walk a directory/Recursively | | | http://rosettacode.org/wiki/Walk_a_directory/Recursively | http://rosettacode.org/wiki/Walk_a_directory/Recursively |
| Web scraping | | | http://rosettacode.org/wiki/Web_scraping | http://rosettacode.org/wiki/Web_scraping |
| Window creation | | | http://rosettacode.org/wiki/Window_creation | http://rosettacode.org/wiki/Window_creation |
| Window creation/X11 | | | http://rosettacode.org/wiki/Window_creation/X11 | http://rosettacode.org/wiki/Window_creation/X11 |
| Window management | | | http://rosettacode.org/wiki/Window_management | http://rosettacode.org/wiki/Window_management |
| Wireworld | | | http://rosettacode.org/wiki/Wireworld | http://rosettacode.org/wiki/Wireworld |
| Word wrap | | | http://rosettacode.org/wiki/Word_wrap | http://rosettacode.org/wiki/Word_wrap |
| World Cup group stage | | | http://rosettacode.org/wiki/World_Cup_group_stage | http://rosettacode.org/wiki/World_Cup_group_stage |
| Write entire file | | | http://rosettacode.org/wiki/Write_entire_file | http://rosettacode.org/wiki/Write_entire_file |
| Write float arrays to a text file | | | http://rosettacode.org/wiki/Write_float_arrays_to_a_text_file | http://rosettacode.org/wiki/Write_float_arrays_to_a_text_file |
| Write language name in 3D ASCII | | | http://rosettacode.org/wiki/Write_language_name_in_3D_ASCII | http://rosettacode.org/wiki/Write_language_name_in_3D_ASCII |
| Write to Windows event log | | | http://rosettacode.org/wiki/Write_to_Windows_event_log | http://rosettacode.org/wiki/Write_to_Windows_event_log |
| Xiaolin Wu's line algorithm | | | http://rosettacode.org/wiki/Xiaolin_Wu%27s_line_algorithm | http://rosettacode.org/wiki/Xiaolin_Wu%27s_line_algorithm |
| XML/DOM serialization | | | http://rosettacode.org/wiki/XML/DOM_serialization | http://rosettacode.org/wiki/XML/DOM_serialization |
| XML/Input | | | http://rosettacode.org/wiki/XML/Input | http://rosettacode.org/wiki/XML/Input |
| XML/Output | | | http://rosettacode.org/wiki/XML/Output | http://rosettacode.org/wiki/XML/Output |
| XML/XPath | | | http://rosettacode.org/wiki/XML/XPath | http://rosettacode.org/wiki/XML/XPath |

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| Y combinator | | | http://rosettacode.org/wiki/Y_combinator | http://rosettacode.org/wiki/Y_combinator |
| Yahoo! search interface | | | http://rosettacode.org/wiki/Yahoo!_search_interface | http://rosettacode.org/wiki/Yahoo!_search_interface |
| Yin and yang | | | http://rosettacode.org/wiki/Yin_and_yang | http://rosettacode.org/wiki/Yin_and_yang |
| Zebra puzzle | | | http://rosettacode.org/wiki/Zebra_puzzle | http://rosettacode.org/wiki/Zebra_puzzle |
| Zeckendorf arithmetic | | | http://rosettacode.org/wiki/Zeckendorf_arithmetic | http://rosettacode.org/wiki/Zeckendorf_arithmetic |
| Zeckendorf number representation | | | http://rosettacode.org/wiki/Zeckendorf_number_representation | http://rosettacode.org/wiki/Zeckendorf_number_representation |
| Zero to the zero power | | | http://rosettacode.org/wiki/Zero_to_the_zero_power | http://rosettacode.org/wiki/Zero_to_the_zero_power |
| Zhang-Suen thinning algorithm | | | http://rosettacode.org/wiki/Zhang-Suen_thinning_algorithm | http://rosettacode.org/wiki/Zhang-Suen_thinning_algorithm |
| Zig-zag matrix | | | http://rosettacode.org/wiki/Zig-zag_matrix | http://rosettacode.org/wiki/Zig-zag_matrix |
| Multiples of 3 and 5 | | | https://projecteuler.net/problem=1 | |
| Even Fibonacci numbers | | | https://projecteuler.net/problem=2 | |
| Largest prime factor | | | https://projecteuler.net/problem=3 | |
| Largest palindrome product | | | https://projecteuler.net/problem=4 | |
| Smallest multiple | | | https://projecteuler.net/problem=5 | |
| Sum square difference | | | https://projecteuler.net/problem=6 | |
| 10001st prime | | | https://projecteuler.net/problem=7 | |
| Largest product in a series | | | https://projecteuler.net/problem=8 | |
| Special Pythagorean triplet | | | https://projecteuler.net/problem=9 | |
| Summation of primes | | | https://projecteuler.net/problem=10 | |
| Largest product in a grid | | | https://projecteuler.net/problem=11 | |
| Highly divisible triangular number | | | https://projecteuler.net/problem=12 | |
| Large sum | | | https://projecteuler.net/problem=13 | |
| Longest Collatz sequence | | | https://projecteuler.net/problem=14 | |
| Lattice paths | | | https://projecteuler.net/problem=15 | |
| Power digit sum | | | https://projecteuler.net/problem=16 | |
| Number letter counts | | | https://projecteuler.net/problem=17 | |
| Maximum path sum I | | | https://projecteuler.net/problem=18 | |
| Counting Sundays | | | https://projecteuler.net/problem=19 | |
| Factorial digit sum | | | https://projecteuler.net/problem=20 | |
| Amicable numbers | | | https://projecteuler.net/problem=21 | |
| Names scores | | | https://projecteuler.net/problem=22 | |
| Non-abundant sums | | | https://projecteuler.net/problem=23 | |
| Lexicographic permutations | | | https://projecteuler.net/problem=24 | |
| 1000-digit Fibonacci number | | | https://projecteuler.net/problem=25 | |
| Reciprocal cycles | | | https://projecteuler.net/problem=26 | |
| Quadratic primes | | | https://projecteuler.net/problem=27 | |
| Number spiral diagonals | | | https://projecteuler.net/problem=28 | |
| Distinct powers | | | https://projecteuler.net/problem=29 | |
| Digit fifth powers | | | https://projecteuler.net/problem=30 | |
| Coin sums | | | https://projecteuler.net/problem=31 | |
| Pandigital products | | | https://projecteuler.net/problem=32 | |
| Digit cancelling fractions | | | https://projecteuler.net/problem=33 | |
| Digit factorials | | | https://projecteuler.net/problem=34 | |
| Circular primes | | | https://projecteuler.net/problem=35 | |
| Double-base palindromes | | | https://projecteuler.net/problem=36 | |
| Truncatable primes | | | https://projecteuler.net/problem=37 | |
| Pandigital multiples | | | https://projecteuler.net/problem=38 | |
| Integer right triangles | | | https://projecteuler.net/problem=39 | |
| Champernowne's constant | | | https://projecteuler.net/problem=40 | |
| Pandigital prime | | | https://projecteuler.net/problem=41 | |
| Coded triangle numbers | | | https://projecteuler.net/problem=42 | |
| Sub-string divisibility | | | https://projecteuler.net/problem=43 | |
| Pentagon numbers | | | https://projecteuler.net/problem=44 | |
| Triangular, pentagonal, and hexagonal | | | https://projecteuler.net/problem=45 | |
| Goldbach's other conjecture | | | https://projecteuler.net/problem=46 | |

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| Distinct primes factors | | | https://projecteuler.net/problem=47 | |
| Self powers | | | https://projecteuler.net/problem=48 | |
| Prime permutations | | | https://projecteuler.net/problem=49 | |
| Consecutive prime sum | | | https://projecteuler.net/problem=50 | |
| Prime digit replacements | | | https://projecteuler.net/problem=51 | |
| Permuted multiples | | | https://projecteuler.net/problem=52 | |
| Combinatoric selections | | | https://projecteuler.net/problem=53 | |
| Poker hands | | | https://projecteuler.net/problem=54 | |
| Lychrel numbers | | | https://projecteuler.net/problem=55 | |
| Powerful digit sum | | | https://projecteuler.net/problem=56 | |
| Square root convergents | | | https://projecteuler.net/problem=57 | |
| Spiral primes | | | https://projecteuler.net/problem=58 | |
| XOR decryption | | | https://projecteuler.net/problem=59 | |
| Prime pair sets | | | https://projecteuler.net/problem=60 | |
| Cyclical figurate numbers | | | https://projecteuler.net/problem=61 | |
| Cubic permutations | | | https://projecteuler.net/problem=62 | |
| Powerful digit counts | | | https://projecteuler.net/problem=63 | |
| Odd period square roots | | | https://projecteuler.net/problem=64 | |
| Convergents of e | | | https://projecteuler.net/problem=65 | |
| Diophantine equation | | | https://projecteuler.net/problem=66 | |
| Maximum path sum II | | | https://projecteuler.net/problem=67 | |
| Magic 5-gon ring | | | https://projecteuler.net/problem=68 | |
| Totient maximum | | | https://projecteuler.net/problem=69 | |
| Totient permutation | | | https://projecteuler.net/problem=70 | |
| Ordered fractions | | | https://projecteuler.net/problem=71 | |
| Counting fractions | | | https://projecteuler.net/problem=72 | |
| Counting fractions in a range | | | https://projecteuler.net/problem=73 | |
| Digit factorial chains | | | https://projecteuler.net/problem=74 | |
| Singular integer right triangles | | | https://projecteuler.net/problem=75 | |
| Counting summations | | | https://projecteuler.net/problem=76 | |
| Prime summations | | | https://projecteuler.net/problem=77 | |
| Coin partitions | | | https://projecteuler.net/problem=78 | |
| Passcode derivation | | | https://projecteuler.net/problem=79 | |
| Square root digital expansion | | | https://projecteuler.net/problem=80 | |
| Path sum: two ways | | | https://projecteuler.net/problem=81 | |
| Path sum: three ways | | | https://projecteuler.net/problem=82 | |
| Path sum: four ways | | | https://projecteuler.net/problem=83 | |
| Monopoly odds | | | https://projecteuler.net/problem=84 | |
| Counting rectangles | | | https://projecteuler.net/problem=85 | |
| Cuboid route | | | https://projecteuler.net/problem=86 | |
| Prime power triples | | | https://projecteuler.net/problem=87 | |
| Product-sum numbers | | | https://projecteuler.net/problem=88 | |
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| Cube digit pairs | | | https://projecteuler.net/problem=90 | |
| Right triangles with integer coordinates | | | https://projecteuler.net/problem=91 | |
| Square digit chains | | | https://projecteuler.net/problem=92 | |
| Arithmetic expressions | | | https://projecteuler.net/problem=93 | |
| Almost equilateral triangles | | | https://projecteuler.net/problem=94 | |
| Amicable chains | | | https://projecteuler.net/problem=95 | |
| Su Doku | | | https://projecteuler.net/problem=96 | |
| Large non-Mersenne prime | | | https://projecteuler.net/problem=97 | |
| Anagramic squares | | | https://projecteuler.net/problem=98 | |
| Largest exponential | | | https://projecteuler.net/problem=99 | |
| Arranged probability | | | https://projecteuler.net/problem=100 | |
| Optimum polynomial | | | https://projecteuler.net/problem=101 | |

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| Triangle containment | | | https://projecteuler.net/problem=102 | |
| Special subset sums: optimum | | | https://projecteuler.net/problem=103 | |
| Pandigital Fibonacci ends | | | https://projecteuler.net/problem=104 | |
| Special subset sums: testing | | | https://projecteuler.net/problem=105 | |
| Special subset sums: meta-testing | | | https://projecteuler.net/problem=106 | |
| Minimal network | | | https://projecteuler.net/problem=107 | |
| Diophantine reciprocals I | | | https://projecteuler.net/problem=108 | |
| Darts | | | https://projecteuler.net/problem=109 | |
| Diophantine reciprocals II | | | https://projecteuler.net/problem=110 | |
| Primes with runs | | | https://projecteuler.net/problem=111 | |
| Bouncy numbers | | | https://projecteuler.net/problem=112 | |
| Non-bouncy numbers | | | https://projecteuler.net/problem=113 | |
| Counting block combinations I | | | https://projecteuler.net/problem=114 | |
| Counting block combinations II | | | https://projecteuler.net/problem=115 | |
| Red, green or blue tiles | | | https://projecteuler.net/problem=116 | |
| Red, green, and blue tiles | | | https://projecteuler.net/problem=117 | |
| Pandigital prime sets | | | https://projecteuler.net/problem=118 | |
| Digit power sum | | | https://projecteuler.net/problem=119 | |
| Square remainders | | | https://projecteuler.net/problem=120 | |
| Disc game prize fund | | | https://projecteuler.net/problem=121 | |
| Efficient exponentiation | | | https://projecteuler.net/problem=122 | |
| Prime square remainders | | | https://projecteuler.net/problem=123 | |
| Ordered radicals | | | https://projecteuler.net/problem=124 | |
| Palindromic sums | | | https://projecteuler.net/problem=125 | |
| Cuboid layers | | | https://projecteuler.net/problem=126 | |
| abc-hits | | | https://projecteuler.net/problem=127 | |
| Hexagonal tile differences | | | https://projecteuler.net/problem=128 | |
| Repunit divisibility | | | https://projecteuler.net/problem=129 | |
| Composites with prime repunit property | | | https://projecteuler.net/problem=130 | |
| Prime cube partnership | | | https://projecteuler.net/problem=131 | |
| Large repunit factors | | | https://projecteuler.net/problem=132 | |
| Repunit nonfactors | | | https://projecteuler.net/problem=133 | |
| Prime pair connection | | | https://projecteuler.net/problem=134 | |
| Same differences | | | https://projecteuler.net/problem=135 | |
| Singleton difference | | | https://projecteuler.net/problem=136 | |
| Fibonacci golden nuggets | | | https://projecteuler.net/problem=137 | |
| Special isosceles triangles | | | https://projecteuler.net/problem=138 | |
| Pythagorean tiles | | | https://projecteuler.net/problem=139 | |
| Modified Fibonacci golden nuggets | | | https://projecteuler.net/problem=140 | |
| Investigating progressive numbers, | | | https://projecteuler.net/problem=141 | |
| Perfect Square Collection | | | https://projecteuler.net/problem=142 | |
| Investigating the Torricelli point of a triangle | | | https://projecteuler.net/problem=143 | |
| Investigating multiple reflections of a laser beam | | | https://projecteuler.net/problem=144 | |
| How many reversible numbers are there below one-billion? | | | https://projecteuler.net/problem=145 | |
| Investigating a Prime Pattern | | | https://projecteuler.net/problem=146 | |
| Rectangles in cross-hatched grids | | | https://projecteuler.net/problem=147 | |
| Exploring Pascal's triangle | | | https://projecteuler.net/problem=148 | |
| Searching for a maximum-sum subsequence | | | https://projecteuler.net/problem=149 | |
| Searching a triangular array for a sub-triangle having minimum-sum | | | https://projecteuler.net/problem=150 | |
| Paper sheets of standard sizes: an expected-value problem | | | https://projecteuler.net/problem=151 | |
| Writing $1/2$ as a sum of inverse squares | | | https://projecteuler.net/problem=152 | |
| Investigating Gaussian Integers | | | https://projecteuler.net/problem=153 | |
| Exploring Pascal's pyramid | | | https://projecteuler.net/problem=154 | |
| Counting Capacitor Circuits | | | https://projecteuler.net/problem=155 | |
| Counting Digits | | | https://projecteuler.net/problem=156 | |

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|---|---------------------|----------|---|--------------------------|
| Solving the diophantine equation | | | https://projecteuler.net/problem=157 | |
| Exploring strings for which only one character comes lexicographically after its neighbour to the left | | | https://projecteuler.net/problem=158 | |
| Digital root sums of factorisations | | | https://projecteuler.net/problem=159 | |
| Factorial trailing digits | | | https://projecteuler.net/problem=160 | |
| Triominoes | | | https://projecteuler.net/problem=161 | |
| Hexadecimal numbers | | | https://projecteuler.net/problem=162 | |
| Cross-hatched triangles | | | https://projecteuler.net/problem=163 | |
| Numbers for which no three consecutive digits have a sum greater than a given value | | | https://projecteuler.net/problem=164 | |
| Intersections | | | https://projecteuler.net/problem=165 | |
| Criss Cross | | | https://projecteuler.net/problem=166 | |
| Investigating Ulam sequences | | | https://projecteuler.net/problem=167 | |
| Number Rotations | | | https://projecteuler.net/problem=168 | |
| Exploring the number of different ways a number can be expressed as a sum of powers of 2 | | | https://projecteuler.net/problem=169 | |
| Find the largest 0 to 9 pandigital that can be formed by concatenating products | | | https://projecteuler.net/problem=170 | |
| Finding numbers for which the sum of the squares of the digits is a square | | | https://projecteuler.net/problem=171 | |
| Investigating numbers with few repeated digits | | | https://projecteuler.net/problem=172 | |
| Using up to one million tiles how many different "hollow" square laminae can be formed? | | | https://projecteuler.net/problem=173 | |
| Counting the number of "hollow" square laminae that can form one, two, three, ... distinct arrangements | | | https://projecteuler.net/problem=174 | |
| Fractions involving the number of different ways a number can be expressed as a sum of powers of 2 | | | https://projecteuler.net/problem=175 | |
| Right-angled triangles that share a cathetus | | | https://projecteuler.net/problem=176 | |
| Integer angled Quadrilaterals | | | https://projecteuler.net/problem=177 | |
| Step Numbers | | | https://projecteuler.net/problem=178 | |
| Consecutive positive divisors | | | https://projecteuler.net/problem=179 | |
| Rational zeros of a function of three variables | | | https://projecteuler.net/problem=180 | |
| Investigating in how many ways objects of two different colours can be grouped | | | https://projecteuler.net/problem=181 | |
| RSA encryption | | | https://projecteuler.net/problem=182 | |
| Maximum product of parts | | | https://projecteuler.net/problem=183 | |
| Triangles containing the origin | | | https://projecteuler.net/problem=184 | |
| Number Mind | | | https://projecteuler.net/problem=185 | |
| Connectedness of a network | | | https://projecteuler.net/problem=186 | |
| Semiprimes | | | https://projecteuler.net/problem=187 | |
| The hyperexponentiation of a number | | | https://projecteuler.net/problem=188 | |
| Tri-colouring a triangular grid | | | https://projecteuler.net/problem=189 | |
| Maximising a weighted product | | | https://projecteuler.net/problem=190 | |
| Prize Strings | | | https://projecteuler.net/problem=191 | |
| Best Approximations | | | https://projecteuler.net/problem=192 | |
| Squarefree Numbers | | | https://projecteuler.net/problem=193 | |
| Coloured Configurations | | | https://projecteuler.net/problem=194 | |
| Inscribed circles of triangles with one angle of 60 degrees | | | https://projecteuler.net/problem=195 | |
| Prime triplets | | | https://projecteuler.net/problem=196 | |
| Investigating the behaviour of a recursively defined sequence | | | https://projecteuler.net/problem=197 | |
| Ambiguous Numbers | | | https://projecteuler.net/problem=198 | |
| Iterative Circle Packing | | | https://projecteuler.net/problem=199 | |
| Find the 200th prime-proof sqube containing the contiguous sub-string "200" | | | https://projecteuler.net/problem=200 | |
| Subsets with a unique sum | | | https://projecteuler.net/problem=201 | |
| Laserbeam | | | https://projecteuler.net/problem=202 | |
| Squarefree Binomial Coefficients | | | https://projecteuler.net/problem=203 | |
| Generalised Hamming Numbers | | | https://projecteuler.net/problem=204 | |
| Dice Game | | | https://projecteuler.net/problem=205 | |
| Concealed Square | | | https://projecteuler.net/problem=206 | |
| Integer partition equations | | | https://projecteuler.net/problem=207 | |
| Robot Walks | | | https://projecteuler.net/problem=208 | |
| Circular Logic | | | https://projecteuler.net/problem=209 | |
| Obtuse Angled Triangles | | | https://projecteuler.net/problem=210 | |
| Divisor Square Sum | | | https://projecteuler.net/problem=211 | |

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| Combined Volume of Cuboids | | | https://projecteuler.net/problem=212 | |
| Flea Circus | | | https://projecteuler.net/problem=213 | |
| Totient Chains | | | https://projecteuler.net/problem=214 | |
| Crack-free Walls | | | https://projecteuler.net/problem=215 | |
| Investigating the primality of numbers of the form 2 | | | https://projecteuler.net/problem=216 | |
| Balanced Numbers | | | https://projecteuler.net/problem=217 | |
| Perfect right-angled triangles | | | https://projecteuler.net/problem=218 | |
| Skew-cost coding | | | https://projecteuler.net/problem=219 | |
| Heighway Dragon | | | https://projecteuler.net/problem=220 | |
| Alexandrian Integers | | | https://projecteuler.net/problem=221 | |
| Sphere Packing | | | https://projecteuler.net/problem=222 | |
| Almost right-angled triangles I | | | https://projecteuler.net/problem=223 | |
| Almost right-angled triangles II | | | https://projecteuler.net/problem=224 | |
| Tribonacci non-divisors | | | https://projecteuler.net/problem=225 | |
| A Scoop of Blancmange | | | https://projecteuler.net/problem=226 | |
| The Chase | | | https://projecteuler.net/problem=227 | |
| Minkowski Sums | | | https://projecteuler.net/problem=228 | |
| Four Representations using Squares | | | https://projecteuler.net/problem=229 | |
| Fibonacci Words | | | https://projecteuler.net/problem=230 | |
| The prime factorisation of binomial coefficients | | | https://projecteuler.net/problem=231 | |
| The Race | | | https://projecteuler.net/problem=232 | |
| Lattice points on a circle | | | https://projecteuler.net/problem=233 | |
| Semidivisible numbers | | | https://projecteuler.net/problem=234 | |
| An Arithmetic Geometric sequence | | | https://projecteuler.net/problem=235 | |
| Luxury Hampers | | | https://projecteuler.net/problem=236 | |
| Tours on a 4 x n playing board | | | https://projecteuler.net/problem=237 | |
| Infinite string tour | | | https://projecteuler.net/problem=238 | |
| Twenty-two Foolish Primes | | | https://projecteuler.net/problem=239 | |
| Top Dice | | | https://projecteuler.net/problem=240 | |
| Perfection Quotients | | | https://projecteuler.net/problem=241 | |
| Odd Triplets | | | https://projecteuler.net/problem=242 | |
| Resilience | | | https://projecteuler.net/problem=243 | |
| Sliders | | | https://projecteuler.net/problem=244 | |
| Coresilience | | | https://projecteuler.net/problem=245 | |
| Tangents to an ellipse | | | https://projecteuler.net/problem=246 | |
| Squares under a hyperbola | | | https://projecteuler.net/problem=247 | |
| Numbers for which Euler's totient function equals 13! | | | https://projecteuler.net/problem=248 | |
| Prime Subset Sums | | | https://projecteuler.net/problem=249 | |
| 250250 | | | https://projecteuler.net/problem=250 | |
| Cardano Triplets | | | https://projecteuler.net/problem=251 | |
| Convex Holes | | | https://projecteuler.net/problem=252 | |
| Tidying up | | | https://projecteuler.net/problem=253 | |
| Sums of Digit Factorials | | | https://projecteuler.net/problem=254 | |
| Rounded Square Roots | | | https://projecteuler.net/problem=255 | |
| Tatami-Free Rooms | | | https://projecteuler.net/problem=256 | |
| Angular Bisectors | | | https://projecteuler.net/problem=257 | |
| A lagged Fibonacci sequence | | | https://projecteuler.net/problem=258 | |
| Reachable Numbers | | | https://projecteuler.net/problem=259 | |
| Stone Game | | | https://projecteuler.net/problem=260 | |
| Pivotal Square Sums | | | https://projecteuler.net/problem=261 | |
| Mountain Range | | | https://projecteuler.net/problem=262 | |
| An engineers' dream come true | | | https://projecteuler.net/problem=263 | |
| Triangle Centres | | | https://projecteuler.net/problem=264 | |
| Binary Circles | | | https://projecteuler.net/problem=265 | |
| Pseudo Square Root | | | https://projecteuler.net/problem=266 | |

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| Billionaire | | | https://projecteuler.net/problem=267 | |
| Counting numbers with at least four distinct prime factors less than 100 | | | https://projecteuler.net/problem=268 | |
| Polynomials with at least one integer root | | | https://projecteuler.net/problem=269 | |
| Cutting Squares | | | https://projecteuler.net/problem=270 | |
| Modular Cubes, part 1 | | | https://projecteuler.net/problem=271 | |
| Modular Cubes, part 2 | | | https://projecteuler.net/problem=272 | |
| Sum of Squares | | | https://projecteuler.net/problem=273 | |
| Divisibility Multipliers | | | https://projecteuler.net/problem=274 | |
| Balanced Sculptures | | | https://projecteuler.net/problem=275 | |
| Primitive Triangles | | | https://projecteuler.net/problem=276 | |
| A Modified Collatz sequence | | | https://projecteuler.net/problem=277 | |
| Linear Combinations of Semiprimes | | | https://projecteuler.net/problem=278 | |
| Triangles with integral sides and an integral angle | | | https://projecteuler.net/problem=279 | |
| Ant and seeds | | | https://projecteuler.net/problem=280 | |
| Pizza Toppings | | | https://projecteuler.net/problem=281 | |
| The Ackermann function | | | https://projecteuler.net/problem=282 | |
| Integer sided triangles for which the area/perimeter ratio is integral | | | https://projecteuler.net/problem=283 | |
| Steady Squares | | | https://projecteuler.net/problem=284 | |
| Pythagorean odds | | | https://projecteuler.net/problem=285 | |
| Scoring probabilities | | | https://projecteuler.net/problem=286 | |
| Quadtree encoding (a simple compression algorithm) | | | https://projecteuler.net/problem=287 | |
| An enormous factorial | | | https://projecteuler.net/problem=288 | |
| Eulerian Cycles | | | https://projecteuler.net/problem=289 | |
| Digital Signature | | | https://projecteuler.net/problem=290 | |
| Panaitopol Primes | | | https://projecteuler.net/problem=291 | |
| Pythagorean Polygons | | | https://projecteuler.net/problem=292 | |
| Pseudo-Fortunate Numbers | | | https://projecteuler.net/problem=293 | |
| Sum of digits - experience #23 | | | https://projecteuler.net/problem=294 | |
| Lenticular holes | | | https://projecteuler.net/problem=295 | |
| Angular Bisector and Tangent | | | https://projecteuler.net/problem=296 | |
| Zeckendorf Representation | | | https://projecteuler.net/problem=297 | |
| Selective Amnesia | | | https://projecteuler.net/problem=298 | |
| Three similar triangles | | | https://projecteuler.net/problem=299 | |
| Protein folding | | | https://projecteuler.net/problem=300 | |
| Nim | | | https://projecteuler.net/problem=301 | |
| Strong Achilles Numbers | | | https://projecteuler.net/problem=302 | |
| Multiples with small digits | | | https://projecteuler.net/problem=303 | |
| Primonacci | | | https://projecteuler.net/problem=304 | |
| Reflexive Position | | | https://projecteuler.net/problem=305 | |
| Paper-strip Game | | | https://projecteuler.net/problem=306 | |
| Chip Defects | | | https://projecteuler.net/problem=307 | |
| An amazing Prime-generating Automaton | | | https://projecteuler.net/problem=308 | |
| Integer Ladders | | | https://projecteuler.net/problem=309 | |
| Nim Square | | | https://projecteuler.net/problem=310 | |
| Biclinic Integral Quadrilaterals | | | https://projecteuler.net/problem=311 | |
| Cyclic paths on Sierpiński graphs | | | https://projecteuler.net/problem=312 | |
| Sliding game | | | https://projecteuler.net/problem=313 | |
| The Mouse on the Moon | | | https://projecteuler.net/problem=314 | |
| Digital root clocks | | | https://projecteuler.net/problem=315 | |
| Numbers in decimal expansions | | | https://projecteuler.net/problem=316 | |
| Firecracker | | | https://projecteuler.net/problem=317 | |
| 2011 nines | | | https://projecteuler.net/problem=318 | |
| Bounded Sequences | | | https://projecteuler.net/problem=319 | |
| Factorials divisible by a huge integer | | | https://projecteuler.net/problem=320 | |
| Swapping Counters | | | https://projecteuler.net/problem=321 | |

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| Binomial coefficients divisible by 10 | | | https://projecteuler.net/problem=322 | |
| Bitwise-OR operations on random integers | | | https://projecteuler.net/problem=323 | |
| Building a tower | | | https://projecteuler.net/problem=324 | |
| Stone Game II | | | https://projecteuler.net/problem=325 | |
| Modulo Summations | | | https://projecteuler.net/problem=326 | |
| Rooms of Doom | | | https://projecteuler.net/problem=327 | |
| Lowest-cost Search | | | https://projecteuler.net/problem=328 | |
| Prime Frog | | | https://projecteuler.net/problem=329 | |
| Euler's Number | | | https://projecteuler.net/problem=330 | |
| Cross flips | | | https://projecteuler.net/problem=331 | |
| Spherical triangles | | | https://projecteuler.net/problem=332 | |
| Special partitions | | | https://projecteuler.net/problem=333 | |
| Spilling the beans | | | https://projecteuler.net/problem=334 | |
| Gathering the beans | | | https://projecteuler.net/problem=335 | |
| Maximix Arrangements | | | https://projecteuler.net/problem=336 | |
| Totient Stairstep Sequences | | | https://projecteuler.net/problem=337 | |
| Cutting Rectangular Grid Paper | | | https://projecteuler.net/problem=338 | |
| Peredur fab Efwarg | | | https://projecteuler.net/problem=339 | |
| Crazy Function | | | https://projecteuler.net/problem=340 | |
| Golomb's self-describing sequence | | | https://projecteuler.net/problem=341 | |
| The totient of a square is a cube | | | https://projecteuler.net/problem=342 | |
| Fractional Sequences | | | https://projecteuler.net/problem=343 | |
| Silver dollar game | | | https://projecteuler.net/problem=344 | |
| Matrix Sum | | | https://projecteuler.net/problem=345 | |
| Strong Repunits | | | https://projecteuler.net/problem=346 | |
| Largest integer divisible by two primes | | | https://projecteuler.net/problem=347 | |
| Sum of a square and a cube | | | https://projecteuler.net/problem=348 | |
| Langton's ant | | | https://projecteuler.net/problem=349 | |
| Constraining the least greatest and the greatest least | | | https://projecteuler.net/problem=350 | |
| Hexagonal orchards | | | https://projecteuler.net/problem=351 | |
| Blood tests | | | https://projecteuler.net/problem=352 | |
| Risky moon | | | https://projecteuler.net/problem=353 | |
| Distances in a bee's honeycomb | | | https://projecteuler.net/problem=354 | |
| Maximal coprime subset | | | https://projecteuler.net/problem=355 | |
| Largest roots of cubic polynomials | | | https://projecteuler.net/problem=356 | |
| Prime generating integers | | | https://projecteuler.net/problem=357 | |
| Cyclic numbers | | | https://projecteuler.net/problem=358 | |
| Hilbert's New Hotel | | | https://projecteuler.net/problem=359 | |
| Scary Sphere | | | https://projecteuler.net/problem=360 | |
| Subsequence of Thue-Morse sequence | | | https://projecteuler.net/problem=361 | |
| Squarefree factors | | | https://projecteuler.net/problem=362 | |
| Bézier Curves | | | https://projecteuler.net/problem=363 | |
| Comfortable distance | | | https://projecteuler.net/problem=364 | |
| A huge binomial coefficient | | | https://projecteuler.net/problem=365 | |
| Stone Game III | | | https://projecteuler.net/problem=366 | |
| Bozo sort | | | https://projecteuler.net/problem=367 | |
| A Kempner-like series | | | https://projecteuler.net/problem=368 | |
| Badugi | | | https://projecteuler.net/problem=369 | |
| Geometric triangles | | | https://projecteuler.net/problem=370 | |
| Licence plates | | | https://projecteuler.net/problem=371 | |
| Pencils of rays | | | https://projecteuler.net/problem=372 | |
| Circumscribed Circles | | | https://projecteuler.net/problem=373 | |
| Maximum Integer Partition Product | | | https://projecteuler.net/problem=374 | |
| Minimum of subsequences | | | https://projecteuler.net/problem=375 | |
| Nontransitive sets of dice | | | https://projecteuler.net/problem=376 | |

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| Sum of digits, experience 13 | | | https://projecteuler.net/problem=377 | |
| Triangle Triples | | | https://projecteuler.net/problem=378 | |
| Least common multiple count | | | https://projecteuler.net/problem=379 | |
| Amazing Mazes! | | | https://projecteuler.net/problem=380 | |
| (prime-k) factorial | | | https://projecteuler.net/problem=381 | |
| Generating polygons | | | https://projecteuler.net/problem=382 | |
| Divisibility comparison between factorials | | | https://projecteuler.net/problem=383 | |
| Rudin-Shapiro sequence | | | https://projecteuler.net/problem=384 | |
| Ellipses inside triangles | | | https://projecteuler.net/problem=385 | |
| Maximum length of an antichain | | | https://projecteuler.net/problem=386 | |
| Harshad Numbers | | | https://projecteuler.net/problem=387 | |
| Distinct Lines | | | https://projecteuler.net/problem=388 | |
| Platonic Dice | | | https://projecteuler.net/problem=389 | |
| Triangles with non rational sides and integral area | | | https://projecteuler.net/problem=390 | |
| Hopping Game | | | https://projecteuler.net/problem=391 | |
| Enmeshed unit circle | | | https://projecteuler.net/problem=392 | |
| Migrating ants | | | https://projecteuler.net/problem=393 | |
| Eating pie | | | https://projecteuler.net/problem=394 | |
| Pythagorean tree | | | https://projecteuler.net/problem=395 | |
| Weak Goodstein sequence | | | https://projecteuler.net/problem=396 | |
| Triangle on parabola | | | https://projecteuler.net/problem=397 | |
| Cutting rope | | | https://projecteuler.net/problem=398 | |
| Squarefree Fibonacci Numbers | | | https://projecteuler.net/problem=399 | |
| Fibonacci tree game | | | https://projecteuler.net/problem=400 | |
| Sum of squares of divisors | | | https://projecteuler.net/problem=401 | |
| Integer-valued polynomials | | | https://projecteuler.net/problem=402 | |
| Lattice points enclosed by parabola and line | | | https://projecteuler.net/problem=403 | |
| Crisscross Ellipses | | | https://projecteuler.net/problem=404 | |
| A rectangular tiling | | | https://projecteuler.net/problem=405 | |
| Guessing Game | | | https://projecteuler.net/problem=406 | |
| Idempotents | | | https://projecteuler.net/problem=407 | |
| Admissible paths through a grid | | | https://projecteuler.net/problem=408 | |
| Nim Extreme | | | https://projecteuler.net/problem=409 | |
| Circle and tangent line | | | https://projecteuler.net/problem=410 | |
| Uphill paths | | | https://projecteuler.net/problem=411 | |
| Gnomon numbering | | | https://projecteuler.net/problem=412 | |
| One-child Numbers | | | https://projecteuler.net/problem=413 | |
| Kaprekar constant | | | https://projecteuler.net/problem=414 | |
| Titanic sets | | | https://projecteuler.net/problem=415 | |
| A frog's trip | | | https://projecteuler.net/problem=416 | |
| Reciprocal cycles II | | | https://projecteuler.net/problem=417 | |
| Factorisation triples | | | https://projecteuler.net/problem=418 | |
| Look and say sequence | | | https://projecteuler.net/problem=419 | |
| 2x2 positive integer matrix | | | https://projecteuler.net/problem=420 | |
| Prime factors of | | | https://projecteuler.net/problem=421 | |
| Sequence of points on a hyperbola | | | https://projecteuler.net/problem=422 | |
| Consecutive die throws | | | https://projecteuler.net/problem=423 | |
| Kakuro | | | https://projecteuler.net/problem=424 | |
| Prime connection | | | https://projecteuler.net/problem=425 | |
| Box-ball system | | | https://projecteuler.net/problem=426 | |
| n-sequences | | | https://projecteuler.net/problem=427 | |
| Necklace of circles | | | https://projecteuler.net/problem=428 | |
| Sum of squares of unitary divisors | | | https://projecteuler.net/problem=429 | |
| Range flips | | | https://projecteuler.net/problem=430 | |
| Square Space Silo | | | https://projecteuler.net/problem=431 | |

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| Totient sum | | | https://projecteuler.net/problem=432 | |
| Steps in Euclid's algorithm | | | https://projecteuler.net/problem=433 | |
| Rigid graphs | | | https://projecteuler.net/problem=434 | |
| Polynomials of Fibonacci numbers | | | https://projecteuler.net/problem=435 | |
| Unfair wager | | | https://projecteuler.net/problem=436 | |
| Fibonacci primitive roots | | | https://projecteuler.net/problem=437 | |
| Integer part of polynomial equation's solutions | | | https://projecteuler.net/problem=438 | |
| Sum of sum of divisors | | | https://projecteuler.net/problem=439 | |
| GCD and Tiling | | | https://projecteuler.net/problem=440 | |
| The inverse summation of coprime couples | | | https://projecteuler.net/problem=441 | |
| Eleven-free integers | | | https://projecteuler.net/problem=442 | |
| GCD sequence | | | https://projecteuler.net/problem=443 | |
| The Roundtable Lottery | | | https://projecteuler.net/problem=444 | |
| Retractions A | | | https://projecteuler.net/problem=445 | |
| Retractions B | | | https://projecteuler.net/problem=446 | |
| Retractions C | | | https://projecteuler.net/problem=447 | |
| Average least common multiple | | | https://projecteuler.net/problem=448 | |
| Chocolate covered candy | | | https://projecteuler.net/problem=449 | |
| Hypocycloid and Lattice points | | | https://projecteuler.net/problem=450 | |
| Modular inverses | | | https://projecteuler.net/problem=451 | |
| Long Products | | | https://projecteuler.net/problem=452 | |
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| A polynomial modulo the square of a prime | | | https://projecteuler.net/problem=457 | |
| Permutations of Project | | | https://projecteuler.net/problem=458 | |
| Flipping game | | | https://projecteuler.net/problem=459 | |
| An ant on the move | | | https://projecteuler.net/problem=460 | |
| Almost Pi | | | https://projecteuler.net/problem=461 | |
| Permutation of 3-smooth numbers | | | https://projecteuler.net/problem=462 | |
| A weird recurrence relation | | | https://projecteuler.net/problem=463 | |
| Möbius function and intervals | | | https://projecteuler.net/problem=464 | |
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| Distinct terms in a multiplication table | | | https://projecteuler.net/problem=466 | |
| Superinteger | | | https://projecteuler.net/problem=467 | |
| Smooth divisors of binomial coefficients | | | https://projecteuler.net/problem=468 | |
| Empty chairs | | | https://projecteuler.net/problem=469 | |
| Super Ramvok | | | https://projecteuler.net/problem=470 | |
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| Comfortable Distance II | | | https://projecteuler.net/problem=472 | |
| Phigital number base | | | https://projecteuler.net/problem=473 | |
| Last digits of divisors | | | https://projecteuler.net/problem=474 | |
| Music festival | | | https://projecteuler.net/problem=475 | |
| Circle Packing II | | | https://projecteuler.net/problem=476 | |
| Number Sequence Game | | | https://projecteuler.net/problem=477 | |
| Mixtures | | | https://projecteuler.net/problem=478 | |
| Roots on the Rise | | | https://projecteuler.net/problem=479 | |
| The Last Question | | | https://projecteuler.net/problem=480 | |
| Chef Showdown | | | https://projecteuler.net/problem=481 | |
| The incenter of a triangle | | | https://projecteuler.net/problem=482 | |
| Repeated permutation | | | https://projecteuler.net/problem=483 | |
| Arithmetic Derivative | | | https://projecteuler.net/problem=484 | |
| Maximum number of divisors | | | https://projecteuler.net/problem=485 | |
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| Unbalanced Nim | | | https://projecteuler.net/problem=488 | |
| Common factors between two sequences | | | https://projecteuler.net/problem=489 | |
| Jumping frog | | | https://projecteuler.net/problem=490 | |
| Double pandigital number divisible by 11 | | | https://projecteuler.net/problem=491 | |
| Exploding sequence | | | https://projecteuler.net/problem=492 | |
| Under The Rainbow | | | https://projecteuler.net/problem=493 | |
| Collatz prefix families | | | https://projecteuler.net/problem=494 | |
| Writing n as the product of k distinct positive integers | | | https://projecteuler.net/problem=495 | |
| Incenter and circumcenter of triangle | | | https://projecteuler.net/problem=496 | |
| Drunken Tower of Hanoi | | | https://projecteuler.net/problem=497 | |
| Remainder of polynomial division | | | https://projecteuler.net/problem=498 | |
| St. Petersburg Lottery | | | https://projecteuler.net/problem=499 | |
| Problem 500!!! | | | https://projecteuler.net/problem=500 | |
| Eight Divisors | | | https://projecteuler.net/problem=501 | |
| Counting Castles | | | https://projecteuler.net/problem=502 | |
| Compromise or persist | | | https://projecteuler.net/problem=503 | |
| Square on the Inside | | | https://projecteuler.net/problem=504 | |
| Bidirectional Recurrence | | | https://projecteuler.net/problem=505 | |
| Clock sequence | | | https://projecteuler.net/problem=506 | |
| Shortest Lattice Vector | | | https://projecteuler.net/problem=507 | |
| Integers in base i-1 | | | https://projecteuler.net/problem=508 | |
| Divisor Nim | | | https://projecteuler.net/problem=509 | |
| Tangent Circles | | | https://projecteuler.net/problem=510 | |
| Sequences with nice divisibility properties | | | https://projecteuler.net/problem=511 | |
| Sums of totients of powers | | | https://projecteuler.net/problem=512 | |
| Integral median | | | https://projecteuler.net/problem=513 | |
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| Dissonant Numbers | | | https://projecteuler.net/problem=515 | |
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| First Sort I | | | https://projecteuler.net/problem=523 | |
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| Rolling Ellipse | | | https://projecteuler.net/problem=525 | |
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| Minimum values of the Carmichael function | | | https://projecteuler.net/problem=533 | |
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| Odd elimination | | | https://projecteuler.net/problem=539 | |
| Counting primitive Pythagorean triples | | | https://projecteuler.net/problem=540 | |
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| Prime-Sum Numbers | | | https://projecteuler.net/problem=543 | |
| Chromatic Conundrum | | | https://projecteuler.net/problem=544 | |
| Faulhaber's Formulas | | | https://projecteuler.net/problem=545 | |
| Sum "A+B" | | | http://www.codeabbey.com/index/task_view/sum-of-two | |
| Sum in Loop | | | http://www.codeabbey.com/index/task_view/sum-in-loop | |
| Sums in Loop | | | http://www.codeabbey.com/index/task_view/sums-in-loop | |
| Minimum of Two | | | http://www.codeabbey.com/index/task_view/min-of-two | |
| Minimum of Three | | | http://www.codeabbey.com/index/task_view/min-of-three | |
| Maximum of array | | | http://www.codeabbey.com/index/task_view/maximum-of-array | |
| Rounding | | | http://www.codeabbey.com/index/task_view/rounding | |
| Fahrenheit to Celsius | | | http://www.codeabbey.com/index/task_view/fahrenheit-celsius | |
| Vowel Count | | | http://www.codeabbey.com/index/task_view/vowel-count | |
| Median of Three | | | http://www.codeabbey.com/index/task_view/median-of-three | |
| Body Mass Index | | | http://www.codeabbey.com/index/task_view/body-mass-index | |
| Sum of digits | | | http://www.codeabbey.com/index/task_view/sum-of-digits | |
| Dice Rolling | | | http://www.codeabbey.com/index/task_view/dice-rolling | |
| Weighted sum of digits | | | http://www.codeabbey.com/index/task_view/weighted-sum-of-digits | |
| Average of an array | | | http://www.codeabbey.com/index/task_view/average-of-array | |
| Arithmetic Progression | | | http://www.codeabbey.com/index/task_view/arithmetic-progression | |
| Array Checksum | | | http://www.codeabbey.com/index/task_view/array-checksum | |
| Triangles | | | http://www.codeabbey.com/index/task_view/triangles | |
| Array Counters | | | http://www.codeabbey.com/index/task_view/array-counters | |
| Reverse String | | | http://www.codeabbey.com/index/task_view/reverse-string | |
| Collatz Sequence | | | http://www.codeabbey.com/index/task_view/collatz-sequence | |
| Modular Calculator | | | http://www.codeabbey.com/index/task_view/modular-calculator | |
| Bubble Sort | | | http://www.codeabbey.com/index/task_view/bubble-sort | |
| Modulo and time difference | | | http://www.codeabbey.com/index/task_view/modulo-and-time-difference | |
| Linear Function | | | http://www.codeabbey.com/index/task_view/linear-function | |
| Greatest Common Divisor | | | http://www.codeabbey.com/index/task_view/greatest-common-divisor | |
| Sort with Indexes | | | http://www.codeabbey.com/index/task_view/sort-with-indexes | |
| Fibonacci Sequence | | | http://www.codeabbey.com/index/task_view/fibonacci-sequence | |
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| Palindromes | | | http://www.codeabbey.com/index/task_view/palindromes | |
| Smoothing the Weather | | | http://www.codeabbey.com/index/task_view/smoothing-the-weather | |
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| Square Root | | | http://www.codeabbey.com/index/task_view/square-root | |
| Rotate String | | | http://www.codeabbey.com/index/task_view/rotate-string | |
| Bicycle Race | | | http://www.codeabbey.com/index/task_view/bicycle-race | |
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| Josephus Problem | | | http://www.codeabbey.com/index/task_view/josephus-problem | |
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| Caesar Shift Cipher | | | http://www.codeabbey.com/index/task_view/caesar-shift-cipher | |
| Linear Congruential Generator | | | http://www.codeabbey.com/index/task_view/linear-congruential-generator | |
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| Triangle Area | | | http://www.codeabbey.com/index/task_view/triangle-area | |
| Prime Numbers Generation | | | http://www.codeabbey.com/index/task_view/prime-numbers-generation | |
| Matching Brackets | | | http://www.codeabbey.com/index/task_view/matching-brackets | |
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| Fool's Day 2014 | | | http://www.codeabbey.com/index/task_view/fools-day-2014 | |
| Bulls and Cows | | | http://www.codeabbey.com/index/task_view/bulls-and-cows | |
| Combinations Counting | | | http://www.codeabbey.com/index/task_view/combinations-counting | |

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| Quadratic Equation | | | http://www.codeabbey.com/index/task_view/quadratic-equation | |
| Blackjack Counting | | | http://www.codeabbey.com/index/task_view/blackjack-counting | |
| Selection Sort | | | http://www.codeabbey.com/index/task_view/selection-sort | |
| King and Queen | | | http://www.codeabbey.com/index/task_view/king-and-queen | |
| Cards Shuffling | | | http://www.codeabbey.com/index/task_view/cards-shuffling | |
| Funny Words Generator | | | http://www.codeabbey.com/index/task_view/funny-words-generator | |
| Integer Factorization | | | http://www.codeabbey.com/index/task_view/integer-factorization | |
| Fibonacci Divisibility | | | http://www.codeabbey.com/index/task_view/fibonacci-divisibility | |
| Tic-Tac-Toe | | | http://www.codeabbey.com/index/task_view/tic-tac-toe | |
| Mortgage Calculator | | | http://www.codeabbey.com/index/task_view/mortgage-calculator | |
| Insertion Sort | | | http://www.codeabbey.com/index/task_view/insertion-sort | |
| Flying Text Screensaver | | | http://www.codeabbey.com/index/task_view/flying-text-screensaver | |
| Anagrams | | | http://www.codeabbey.com/index/task_view/anagrams | |
| Share Price Volatility | | | http://www.codeabbey.com/index/task_view/share-price-volatility | |
| Tricky Printing | | | http://www.codeabbey.com/index/task_view/tricky-printing | |
| Prime Ranges | | | http://www.codeabbey.com/index/task_view/prime-ranges | |
| Yacht or Dice Poker | | | http://www.codeabbey.com/index/task_view/yacht-or-dice-poker | |
| Clock Hands | | | http://www.codeabbey.com/index/task_view/clock-hands | |
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| Code Guesser | | | http://www.codeabbey.com/index/task_view/code-guesser | |
| Luhn Algorithm | | | http://www.codeabbey.com/index/task_view/luhn-algorithm | |
| Summing Up | | | http://www.codeabbey.com/index/task_view/summing-up | |
| Duel Chances | | | http://www.codeabbey.com/index/task_view/duel-chances | |
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| QuickSort | | | http://www.codeabbey.com/index/task_view/quicksort | |
| Girls and Pigs | | | http://www.codeabbey.com/index/task_view/girls-and-pigs | |
| Variable Length Code | | | http://www.codeabbey.com/index/task_view/variable-length-code | |
| Convex Polygon Area | | | http://www.codeabbey.com/index/task_view/convex-polygon-area | |
| Rotation in 2D Space | | | http://www.codeabbey.com/index/task_view/rotation-in-2d-space | |
| Most Frequent Word | | | http://www.codeabbey.com/index/task_view/most-frequent-word | |
| Caesar Cipher Cracker | | | http://www.codeabbey.com/index/task_view/caesar-cipher-cracker | |
| Azimuth at Treasure Island | | | http://www.codeabbey.com/index/task_view/azimuth-at-treasure-island | |
| Cloud Altitude Measurement | | | http://www.codeabbey.com/index/task_view/cloud-altitude-measurement | |
| Tree Builder | | | http://www.codeabbey.com/index/task_view/tree-builder | |
| Modular Exponentiation | | | http://www.codeabbey.com/index/task_view/modular-exponentiation | |
| Life is Simple | | | http://www.codeabbey.com/index/task_view/life-is-simple | |
| Brainfuck Interpreter | | | http://www.codeabbey.com/index/task_view/brainfuck-interpreter | |
| Brain Fibo | | | http://www.codeabbey.com/index/task_view/brain-fibo | |
| Point to Segment Distance | | | http://www.codeabbey.com/index/task_view/point-to-segment-distance | |
| Say 100 | | | http://www.codeabbey.com/index/task_view/say-100 | |
| Pitch and Notes | | | http://www.codeabbey.com/index/task_view/pitch-and-notes | |
| Levenshtein Distance | | | http://www.codeabbey.com/index/task_view/levenshtein-distance | |
| Reverse Polish Notation | | | http://www.codeabbey.com/index/task_view/reverse-polish-notation | |
| Paths in the Grid | | | http://www.codeabbey.com/index/task_view/paths-in-the-grid | |
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| Basics of HTML | | | http://www.codeabbey.com/index/task_view/basics-of-html | |
| Game of 2048 | | | http://www.codeabbey.com/index/task_view/game-of-2048 | |
| Simple Linear Regression | | | http://www.codeabbey.com/index/task_view/simple-linear-regression | |
| Binary Heap | | | http://www.codeabbey.com/index/task_view/binary-heap | |
| Sequence of Squares | | | http://www.codeabbey.com/index/task_view/sequence-of-squares | |

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| Sweet Harvest | | | http://www.codeabbey.com/index/task_view/sweet-harvest | |
| Fibonacci Divisibility Advanced | | | http://www.codeabbey.com/index/task_view/fibonacci-divisibility-advanced | |
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| Divide by Two | | | http://www.codeabbey.com/index/task_view/divide-by-two | |
| Four Pics One Word | | | http://www.codeabbey.com/index/task_view/four-pics-one-word | |
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| Introducing Regexps | | | http://www.codeabbey.com/index/task_view/introducing-regexps | |
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| Bezier Curves | | | http://www.codeabbey.com/index/task_view/bezier-curves | |
| Copy Line | | | http://www.codeabbey.com/index/task_view/copy-line | |
| Variable Length Code Unpack | | | http://www.codeabbey.com/index/task_view/variable-length-code-unpack | |
| Dynamic Web Page | | | http://www.codeabbey.com/index/task_view/dynamic-web-page | |
| Uphill Shooting | | | http://www.codeabbey.com/index/task_view/uphill-shooting | |
| Extended Euclidean Algorithm | | | http://www.codeabbey.com/index/task_view/extended-euclidean-algorithm | |
| Transitive Closure on Candy States | | | http://www.codeabbey.com/index/task_view/transitive-closure-on-candy-states | |
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| Snake Arcade | | | http://www.codeabbey.com/index/task_view/snake-arcade | |
| Breadth First Search | | | http://www.codeabbey.com/index/task_view/breadth-first-search | |
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| Spaceship Weight Fraud | | | http://www.codeabbey.com/index/task_view/spaceship-weight-fraud | |
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| Combinations with Repetitions | | | http://www.codeabbey.com/index/task_view/combinations-with-repetitions | |
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| Proper Bracket Sequences | | | http://www.codeabbey.com/index/task_view/proper-bracket-sequences | |
| Modular Inverse | | | http://www.codeabbey.com/index/task_view/modular-inverse | |
| Base-32 Encoding | | | http://www.codeabbey.com/index/task_view/base-32-encoding | |
| Knapsack of Integers | | | http://www.codeabbey.com/index/task_view/knapsack-of-integers | |
| Huffman Coding | | | http://www.codeabbey.com/index/task_view/huffman-coding | |
| Calculation of Pi | | | http://www.codeabbey.com/index/task_view/calculation-of-pi | |
| Word Ladders | | | http://www.codeabbey.com/index/task_view/word-ladders | |
| Shannon-Fano Coding | | | http://www.codeabbey.com/index/task_view/shannon-fano-coding | |
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| Lucky Tickets Advanced | | | http://www.codeabbey.com/index/task_view/lucky-tickets-advanced | |
| Caesar meets BF | | | http://www.codeabbey.com/index/task_view/caesar-meets-bf | |
| Chords of Music | | | http://www.codeabbey.com/index/task_view/chords-of-music | |
| Random Search Optimization | | | http://www.codeabbey.com/index/task_view/random-search-optimization | |
| Social Web Scraper | | | http://www.codeabbey.com/index/task_view/social-web-scraper | |

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|-------------------------------|---------------------|----------|---|--------------------------|
| Page Rank | | | http://www.codeabbey.com/index/task_view/page-rank | |
| Beam Balance and Masses | | | http://www.codeabbey.com/index/task_view/beam-balance-and-masses | |
| Necklace Count | | | http://www.codeabbey.com/index/task_view/necklace-count | |
| Convex Hull and Farmers | | | http://www.codeabbey.com/index/task_view/convex-hull-and-farmers | |
| Prn Hex Str | | | http://www.codeabbey.com/index/task_view/prn-hex-str | |
| Knapsack Backtracking | | | http://www.codeabbey.com/index/task_view/knapsack-backtracking | |
| Crossing the Road | | | http://www.codeabbey.com/index/task_view/crossing-the-road | |
| Public Key Cryptography Intro | | | http://www.codeabbey.com/index/task_view/public-key-cryptography-intro | |
| Hard Life | | | http://www.codeabbey.com/index/task_view/hard-life | |
| Matches Picking | | | http://www.codeabbey.com/index/task_view/matches-picking | |
| Gangster Battles | | | http://www.codeabbey.com/index/task_view/gangster-battles | |
| Employees Web App | | | http://www.codeabbey.com/index/task_view/employees-web-app | |
| Travelling Salesman | | | http://www.codeabbey.com/index/task_view/travelling-salesman | |
| RSA Cryptography | | | http://www.codeabbey.com/index/task_view/rsa-cryptography | |
| Frodo and Black Riders | | | http://www.codeabbey.com/index/task_view/frodo-and-black-riders | |
| Look and Say binary | | | http://www.codeabbey.com/index/task_view/look-and-say-binary | |
| Fibonacci Randomizer | | | http://www.codeabbey.com/index/task_view/fibonacci-randomizer | |
| Travelling Salesman Inverted | | | http://www.codeabbey.com/index/task_view/travelling-salesman-inverted | |
| Simple 3D Scene | | | http://www.codeabbey.com/index/task_view/simple-3d-scene | |
| Point in Polygon | | | http://www.codeabbey.com/index/task_view/point-in-polygon | |
| LZ77 decompression | | | http://www.codeabbey.com/index/task_view/lz77-decompression | |
| Neighborhood of a String | | | http://www.codeabbey.com/index/task_view/neighborhood-of-a-string | |
| Hamming Codes | | | http://www.codeabbey.com/index/task_view/hamming-codes | |
| Rubik's Cube | | | http://www.codeabbey.com/index/task_view/rubiks-cube | |
| Stream Cipher Breaking | | | http://www.codeabbey.com/index/task_view/stream-cipher-breaking | |
| Sliding Window Search | | | http://www.codeabbey.com/index/task_view/sliding-window-search | |
| Emirp prime | | | http://www.codeabbey.com/index/task_view/emirp-prime | |
| Ground Zero | | | http://www.codeabbey.com/index/task_view/ground-zero | |
| Gradient Descent for SLE | | | http://www.codeabbey.com/index/task_view/gradient-descent-for-system-of-linear-equations | |
| Fermat goes hacking RSA | | | http://www.codeabbey.com/index/task_view/fermat-goes-hacking-rsa | |
| Colliding Balls | | | http://www.codeabbey.com/index/task_view/colliding-balls | |
| Simple 3D Scene (cont) | | | http://www.codeabbey.com/index/task_view/simple-3d-scene-cont | |
| Dancing Pairs | | | http://www.codeabbey.com/index/task_view/dancing-pairs | |
| Ticket Puzzle | | | http://www.codeabbey.com/index/task_view/ticket-puzzle | |
| Color Cubes Advanced | | | http://www.codeabbey.com/index/task_view/color-cubes-advanced | |
| Page Rank as Eigenvector | | | http://www.codeabbey.com/index/task_view/page-rank-as-eigenvector | |
| Fizz Buzz in Asm | | | http://www.codeabbey.com/index/task_view/fizz-buzz-in-asm | |
| Tic-Tac-Toe Minimax Algorithm | | | http://www.codeabbey.com/index/task_view/tic-tac-toe-minimax-algorithm | |
| Prime Chains | | | http://www.codeabbey.com/index/task_view/prime-chains | |
| Maze of the Wumpus | | | http://www.codeabbey.com/index/task_view/maze-of-the-wumpus | |
| Maximum Flow | | | http://www.codeabbey.com/index/task_view/maximum-flow | |
| Knight's Tour | | | http://www.codeabbey.com/index/task_view/knights-tour | |
| Maxit Single-Player | | | http://www.codeabbey.com/index/task_view/maxit-single-player | |
| Algae Robot | | | http://www.codeabbey.com/index/task_view/algae-robot | |
| Suffix Array Advanced | | | http://www.codeabbey.com/index/task_view/suffix-array-advanced | |
| Wandering Star | | | http://www.codeabbey.com/index/task_view/wandering-star | |
| Clustering the Stars | | | http://www.codeabbey.com/index/task_view/clustering-the-stars | |
| BCD to Hex | | | http://www.codeabbey.com/index/task_view/bcd-to-hex | |
| Simple Game of Sticks | | | http://www.codeabbey.com/index/task_view/simple-game-of-sticks | |
| Connect Four | | | http://www.codeabbey.com/index/task_view/connect-four | |
| Automated Landing | | | http://www.codeabbey.com/index/task_view/automated-landing | |
| Micro-Life | | | http://www.codeabbey.com/index/task_view/micro-life | |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|---------------------------------------|---|----------|---|--------------------------|
| Magic 8 Ball | I'm sure you've used a magic 8 ball at one point in your life. You ask it a question, turn it right side up and it gives an answer by way of a floating die with responses written on it. You can create one in python. | | https://www.reddit.com/r/beginnerprojects/comments/29aqox/project_magic_8_ball/ | |
| 99 Bottles of Beer on the Wall Lyrics | Create a program that prints out every line to the song "99 bottles of beer on the wall." | | https://www.reddit.com/r/beginnerprojects/comments/19kxre/project_99_bottles_of_beer_on_the_wall_lyrics/ | |
| Pythagorean Triples Checker | Create a program that allows the user to input the sides of any triangle, and then return whether the triangle is a Pythagorean Triple or not. | | https://www.reddit.com/r/beginnerprojects/comments/19jwi6/project_pythagorean_triples_checker/ | |
| Coin Estimator By Weight | Create a program that allows the user to input the total weight of each type of coin they have (pennies, nickels, dimes, and quarters), and then print out how many of each type of wrapper they would need, how many coins they have, and the estimated total value of all of their money. | | https://www.reddit.com/r/beginnerprojects/comments/1idqw1/project_coin_estimator_by_weight/ | |
| Mad Libs Story Maker | Create a Mad Libs style game, where the program asks the user for certain types of words, and then prints out a story with the words that the user inputted. The story doesn't have to be too long, but it should have some sort of story line. | | https://www.reddit.com/r/beginnerprojects/comments/1i8vt5/project_mad_libs_story_maker/ | |
| Change Calculator | Imagine that your friend is a cashier, but has a hard time counting back change to customers. Create a program that allows him to input a certain amount of change, and then print how many quarters, dimes, nickels, and pennies are needed to make up the amount needed. | | https://www.reddit.com/r/beginnerprojects/comments/19jkn8/project_change_calculator/ | |
| Mean, Median, and Mode | Create three functions that allow the user to find the mean, median, and mode of a list of numbers. If you have access or know of functions that already complete these tasks, do not use them. | | https://www.reddit.com/r/beginnerprojects/comments/1eqt8i/function_mean_median_and_mode/ | |
| Higher-Lower Guessing Game | Create a simple game where the computer randomly selects a number between 1 and 100 and the user has to guess what the number is. After every guess, the computer should tell the user if the guess is higher or lower than the answer. When the user guesses the correct number, print out a congratulatory message. | | https://www.reddit.com/r/beginnerprojects/comments/19jj9a/project_higherlower_guessing_game/ | |
| Multiplication Table | Create a program that prints out a multiplication table for the numbers 1 through 9. It should include the numbers 1 through 9 on the top and left axes, and it should be relatively easy to find the product of two numbers. Do not simply write out every line manually (ie print('7 14 21 28 35 49 56 63')). | | https://www.reddit.com/r/beginnerprojects/comments/2agwnq/project_multiplication_table/ | |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|------------------------|---|----------|---|--------------------------|
| Fibonacci Sequence | Define a function that allows the user to find the value of the nth term in the sequence. To make sure you've written your function correctly, test the first 10 numbers of the sequence. Remember, the 0th term is 0 and the first and second term are both 1. | | https://www.reddit.com/r/beginnerprojects/comments/19r3qg/functionfibonacci_sequence/ | |
| Hangman Game | Create a program that selects a random word and then allows the user to guess it in a game of hangman. Like the real game, there should be blank spots for each letter in the word, and a part of the body should be added each time the user guesses a letter than is not in the answer (you may choose how many wrong turns the user can make until the game ends). | | https://www.reddit.com/r/beginnerprojects/comments/1irw2j/project_hangman_game/ | |
| Menu Calculator | Imagine you have started up a small restaurant and are trying to make it easier to take and calculate orders. If your restaurant only sells 9 different items, you assign each one to a number, as shown below. Chicken Strips - \$3.50 French Fries - \$2.50 Hamburger - \$4.00 Hotdog - \$3.50 Large Drink - \$1.75 Medium Drink - \$1.50 Milk Shake - \$2.25 Salad - \$3.75 Small Drink - \$1.25 To quickly take orders, your program should allow the user to type in a string of numbers and then it should calculate the cost of the order. For example, if one large drink, two small drinks, two hamburgers, one hotdog, and a salad are ordered, the user should type in 5993348, and the program should say that it costs \$19.50. Also, make sure that the program loops so the user can take multiple orders without having to restart the program each time. | | https://www.reddit.com/r/beginnerprojects/comments/1bytu5/projectmenu_calculator/ | |
| Dice Rolling Simulator | By using the random module, python can do things like pseudo-random number generation. So in this program, allow the user to input the amount of sides on a dice and how many times it should be rolled. From there, your program should simulate dice rolls and keep track of how many times each number comes up (this does not have to be displayed). After that, print out how many times each number came up. | | https://www.reddit.com/r/beginnerprojects/comments/1j50e7/project_dice_rolling_simulator/ | |
| Dice Simulator | You are about to play a board game, but you realize you don't have any dice. Fortunately you have this program. 1. Create a program that opens a new window and draws 2 six-sided dice 2. Allow the user to quit, or roll again | | https://www.reddit.com/r/beginnerprojects/comments/2aaeu/projectcreate_a_dice_simulator/ | |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|----------------------------------|--|----------|---|---|
| Count and Fix Green Eggs and Ham | Some of you may remember the Dr. Sues story "Green Eggs and Ham". For those of you that don't remember it or have never heard of it, here is the story. However, there is a problem with the story I gave you - every time the word I is used, it is lowercase. Because of this problem, your job is to do the following... 1.Copy the story I gave you into a regular text file. 2. Create a program that reads through the story and makes the letter i uppercase any time it should be. (Make sure to change it when it's used in sam-I-am's name too.) 3.Have your program make a new file, and have it write out the story correctly. 4.Print out how many errors were corrected. | | https://www.reddit.com/r/beginnerprojects/comments/1i6sax/challenge_count_and_fix_gree | http://imgur.com/GRkj3yz |
| What's My Number | Between 1 and 1000, there is only 1 number that meets the following criteria. While it could be manually figured out with pen and paper, it would be much more efficient to write a program that would do this for you. With that being said, your goal is to find out which number meets these criteria. To find out if you have the correct number, click the link at the bottom of this main post. 1)The number has two or more digits. 2)The number is prime. 3)The number does NOT contain a 1 or 7. 4)The sum of all of the digits is less than or equal to 10. 5)The first two digits add up to be odd. 6)The second to last digit is even. 7)The last digit is equal to how many digits are in the number. | | https://www.reddit.com/r/beginnerprojects/comments/1dbena/challenge_whats_my_number/ | http://imgur.com/jbz4nJ4 |
| Factors of a Number | Define a function that creates a list of all the numbers that are factors of the user's number. For example, if the function is called factor, factor(36) should return [1,2,3,4,6,9,12,18,36]. The numbers in your list should be from least to greatest, and 1 and the original number should be included. | | https://www.reddit.com/r/beginnerprojects/comments/1a0d82/function_factors_of_a_number/ | |
| Countdown Clock | Create a program that allows the user to choose a time and date, and then prints out a message at given intervals (such as every second) that tells the user how much longer there is until the selected time. SUBGOALS 1) If the selected time has already passed, have the program tell the user to start over. 2) If your program asks for the year, month, day, hour, etc. separately, allow the user to be able to type in either the month name or its number. TIP: Making use of built in modules such as time and datetime can change this project from a nightmare into a much simpler task. | | https://www.reddit.com/r/beginnerprojects/comments/1bvdmg/project_countdown_clock/ | |

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|-------------------------------|---|----------|---|--------------------------|
| Turn Based Pokemon Style Game | Write a simple game that allows the user and the computer to take turns selecting moves to use against each other. Both the computer and the player should start out at the same amount of health (such as 100), and should be able to choose between the three moves: 1) The first move should do moderate damage and has a small range (such as 18-25). 2) The second move should have a large range of damage and can deal high or low damage (such as 10-35). 3) The third move should heal whoever casts it a moderate amount, similar to the first move. After each move, a message should be printed out that tells the user what just happened, and how much health the user and computer have. Once the user or the computer's health reaches 0, the game should end. SUBGOALS 1) When someone is defeated, make sure the game prints out that their health has reached 0, and not a negative number. 2) When the computer's health reaches a set amount (such as 35%), increase it's chance to cast heal. 3) Give each move a name. | | https://www.reddit.com/r/beginnerprojects/comments/1aw0iq/project_turn_based_pokemon_style_game/ | |

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|-------------------|---|----------|---|--------------------------|
| A Variation of 21 | <p>In this project, you will make a game similar to 21/blackjack. Since this is not an actual game (as far as I'm aware of), here the instructions for how to play. In this version, there is only one player, and there are two types of scores - the round score and the game score. The game score will begin at 100, and the game will last for five rounds. At the beginning of the round, the player is given two random cards from a deck and they will be added together to make the player's round score. From here, the player has two options - draw another card to try to get their round score closer to 21, or they can end the round. The player can draw as many cards as they want until they end the round or their round score exceeds 21. At the end of the round, the difference between 21 and the round score is subtracted from the game score, and then the next round begins. After the five rounds, the player is given their total score and the game is over. So the point of your program is to allow the user to play the game described above. Many of the subgoals listed below can be added to shine up the game.</p> <p>SUBGOALS 1) At the beginning of each round, print the round number (1 to 5). 2) Since this is a text base game, tell the user what is happening. For example, tell him/her when he/she draws a card, the name of the card, when they bust, etc. 3) Create a ranking system at the end of the game and tell the user their rank. For example, if the player finishes with 50-59 points they get an F, 60-69 is a D, 70-79 is a C, 80-89 is a B, and 90-100 is an A. 4) At the end of each round, print out the user's total score. 5) This may be the hardest part of the project, depending on how you wrote it. Make sure the deck has 4 of each type of card, and then remove cards as they are drawn. At the end of each round, make the deck have all of the cards again.</p> | | https://www.reddit.com/r/beginnerprojects/comments/19ot36/project_a_variation_of_21/ | |

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|----------------------|--|----------|---|--------------------------|
| Compare Recent Karma | <p>BACKGROUND Since we're all redditors here, let's make something dealing with reddit. If you go to a user's profile and add .json to the end of it, you can get the all sorts of Json data about the user (think of Json as a giant dictionary of smaller dictionaries and lists). For example, if I go to my own profile and view it's Json data, it would look like this. At first it might look intimidating, but if you break it down, you can see it's just one giant dictionary with all sorts of information about my latest posts. GOAL Create a program that gets information about two different users, and then sees whose most recent post received the most karma. The program should then print out which user received more karma, and what the difference was. This is a pretty open project, so I encourage you to take it further by adding more features if you find it interesting. Remember - Elements in a list are referenced by their index numbers while entries in a dictionary are referenced by their keys. SUBGOALS 1) Allow the user to put in the name of two different users when the program first begins. 2) If one of the names of the users does not exist (because of a spelling error), print out a message saying so. 3) Allow the user to keep comparing other users until the program is closed. 4) Display the amount of upvotes and downvotes each user received for their posts. Not sure how to turn json data into usable python data? Check this out.</p> | | https://www.reddit.com/r/beginnerprojects/comments/1i951e/project_compare_recent_karma/ | |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|-------------------------|---|----------|---|--------------------------|
| Watch for new TIL facts | <p>BACKGROUND If you finished the previous project which compared the karma of two new comments, hopefully you learned a thing or two about receiving data from Reddit's API. Now you're going to take this a step further, and even have the opportunity to make a basic twitter bot. GOAL Create a program that receives data from the /r/todayilearned subreddit, and looks for new facts that have been posted. Each time the program comes across a new fact, the fact should be printed into the command line. However, phrases like "TIL ", "TIL that", etc should be removed so the only thing that is printed is the fact. There are a couple things to note about this since you'll more than likely be using a loop to check for new posts. According to Reddit's API Access Rules Page, the API pages are only updated once every thirty seconds, so you'll have to have your code pause for at least thirty seconds before it tries to find more posts. Secondly, if for some reason you decide to try to get data sooner than every thirty seconds, make sure to not send more than thirty requests per minute. That is the maximum you are allowed to do. SUBGOALS (optional) There is actually a lot you can do once your program starts receiving facts. Instead of simply printing the facts, here are some ideas for what you can do with them. If you currently do not feel like you can accomplish these ideas, feel free to come back later when you have more experience.</p> <p>1) Print the link to the source of the fact too. 2) Try to further clean up the fact by adding punctuation to the end if it is missing, capitalize the first word, etc. 3) Write the facts to a separate text file so you end up with a giant compilation of random facts. 4) Create a bot that posts the facts to twitter. This may sound hard, but it's actually pretty simple by using the "Python Twitter Tools" module and following the guide posted here. Remember, the maximum amount of characters you can use in a tweet is only 140, so you'll have to filter out facts that are longer than that.</p> | | https://www.reddit.com/r/beginnerprojects/comments/1igg6p/project_watch_for_new_til_facts/ | |

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|--------------------------|--|----------|---|--------------------------|
| Random Wikipedia Article | <p>BACKGROUND If you've been to Wikipedia, you may have noticed that there is a link to a random article on the left side of the screen. While it can be fun to see what article you get taken to, sometimes it would be nice to see the name of the article so you can skip it if it sounds boring. Luckily, Wikipedia has an API that allows us to do so. However, there is a dilemma. Since Wikipedia has articles about topics from all over the world, some of them have special characters in the title. For example, the article about the spanish painter Erasto Cortés Juárez has é and á in it. If you look at this specific article's API, you will see that the title is "Erasto Cortu00e9s Ju\u00e1rez" and that the \u00e9 and \u00e1 are replacing the two previously mentioned letters. (For information about what this is, start by checking out the first half of this page in the documentation). To make your program work, you're going to have to handle this problem somehow. GOAL Create a program that pulls titles from the official Wikipedia API and then asks the user one by one if he or she would like to read about that article. So if the first title is Reddit, then the program should ask something along the lines of "Would you like to read about Reddit?" If the user says yes, then the program should open up the article for the user to read. SUBGOALS 1) As mentioned before, do something about the possibility of unicode appearing in the title. Whether you want your program to simply filter out these articles or you want to actually turn the codes into readable characters, that's up to you. 2) Make the program pause once the user has selected an article to read, and allow him or her to continue browsing different article titles once finished reading. 3) Allow the user to simply press ENTER to be asked about a new article.</p> | | https://www.reddit.com/r/beginnerprojects/comments/1jg2ru/project_random_wikipedia_article/ | |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|--|--|----------|---|---|
| What's the Weather? | GOAL Create a program that pulls data from OpenWeatherMap.org that prints out information about the current weather, such as the high, the low, and the amount of rain for wherever you live. Depending on how skilled you are, you can actually do some neat stuff with this project. SUBGOALS 1) Print out data for the next 5-7 days so you have a 5 day/week long forecast. 2) Print the data to another file that you can open up and view at, instead of viewing the information in the command line. 3) If you know html, write a file that you can print information to so that your project is more interesting. TIPS APIs that are in Json are essentially lists and dictionaries. Remember that to reference something in a list, you must refer to it by what number element it is in the list, and to reference a key in a dictionary, you must refer to it by its name. Don't like Celsius? Add &units=imperial to the end of the URL of the API to receive your data in Fahrenheit. | | https://www.reddit.com/r/beginnerprojects/comments/1dzb7/project_whats_the_weather/ | |
| Find PI to the Nth Digit | Enter a number and have the program generate PI up to that many decimal places. Keep a limit to how far the program will go. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Find e to the Nth Digit | Just like the previous problem, but with e instead of PI. Enter a number and have the program generate e up to that many decimal places. Keep a limit to how far the program will go. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Fibonacci Sequence | Enter a number and have the program generate the Fibonacci sequence to that number or to the Nth number. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Prime Factorization | Have the user enter a number and find all Prime Factors (if there are any) and display them. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Next Prime Number | Have the program find prime numbers until the user chooses to stop asking for the next one. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Find Cost of Tile to Cover W x H Floor | Calculate the total cost of tile it would take to cover a floor plan of width and height, using a cost entered by the user. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Mortgage Calculator | Calculate the monthly payments of a fixed term mortgage over given Nth terms at a given interest rate. Also figure out how long it will take the user to pay back the loan. For added complexity, add an option for users to select the compounding interval (Monthly, Weekly, Daily, Continually). | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Change Return Program | The user enters a cost and then the amount of money given. The program will figure out the change and the number of quarters, dimes, nickels, pennies needed for the change. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Binary to Decimal and Back Converter | Develop a converter to convert a decimal number to binary or a binary number to its decimal equivalent. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|---|---|----------|---|---|
| Calculator | A simple calculator to do basic operators. Make it a scientific calculator for added complexity. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Unit Converter (temp, currency, volume, r | Converts various units between one another. The user enters the type of unit being entered, the type of unit they want to convert to and then the value. The program will then make the conversion. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Alarm Clock | A simple clock where it plays a sound after X number of minutes/seconds or at a particular time. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Distance Between Two Cities | Calculates the distance between two cities and allows the user to specify a unit of distance. This program may require finding coordinates for the cities like latitude and longitude. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Credit Card Validator | Takes in a credit card number from a common credit card vendor (Visa, MasterCard, American Express, Discoverer) and validates it to make sure that it is a valid number (look into how credit cards use a checksum). | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Tax Calculator | Asks the user to enter a cost and either a country or state tax. It then returns the tax plus the total cost with tax. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Factorial Finder | The Factorial of a positive integer, n, is defined as the product of the sequence n, n-1, n-2, ...1 and the factorial of zero, 0, is defined as being 1. Solve this using both loops and recursion. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Complex Number Algebra | Show addition, multiplication, negation, and inversion of complex numbers in separate functions. (Subtraction and division operations can be made with pairs of these operations.) Print the results for each operation tested. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Happy Numbers | A happy number is defined by the following process. Starting with any positive integer, replace the number by the sum of the squares of its digits, and repeat the process until the number equals 1 (where it will stay), or it loops endlessly in a cycle which does not include 1. Those numbers for which this process ends in 1 are happy numbers, while those that do not end in 1 are unhappy numbers. Display an example of your output here. Find first 8 happy numbers. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Number Names | Show how to spell out a number in English. You can use a preexisting implementation or roll your own, but you should support inputs up to at least one million (or the maximum value of your language's default bounded integer type, if that's less). Optional: Support for inputs other than positive integers (like zero, negative integers, and floating-point numbers). | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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| Project Name | Project Description | Category | Link to Project Description | Link to Project Solution |
|-----------------------|--|--------------------|---|---|
| Coin Flip Simulation | Write some code that simulates flipping a single coin however many times the user decides. The code should record the outcomes and count the number of tails and heads. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Limit Calculator | Ask the user to enter f(x) and the limit value, then return the value of the limit statement Optional: Make the calculator capable of supporting infinite limits. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Fast Exponentiation | Ask the user to enter 2 integers a and b and output a^b (i.e. pow(a, b)) in O(lg n) time complexity. | Numbers | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Collatz Conjecture | Start with a number n > 1. Find the number of steps it takes to reach one using the following process: If n is even, divide it by 2. If n is odd, multiply it by 3 and add 1. | Classic Algorithms | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Sorting | Implement two types of sorting algorithms: Merge sort and bubble sort. | Classic Algorithms | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Closest pair problem | The closest pair of points problem or closest pair problem is a problem of computational geometry: given n points in metric space, find a pair of points with the smallest distance between them. | Classic Algorithms | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Sieve of Eratosthenes | The sieve of Eratosthenes is one of the most efficient ways to find all of the smaller primes (below 10 million or so). | Classic Algorithms | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Graph from links | Create a program that will create a graph or network from a series of links. | Graph | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Eulerian Path | Create a program which will take as an input a graph and output either a Eulerian path or a Eulerian cycle, or state that it is not possible. A Eulerian Path starts at one node and traverses every edge of a graph through every node and finishes at another node. A Eulerian cycle is a eulerian Path that starts and finishes at the same node. | Graph | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Connected Graph | Create a program which takes a graph as an input and outputs whether every node is connected or not. | Graph | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Dijkstra's Algorithm | Create a program that finds the shortest path through a graph using its edges. | Graph | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Minimum Spanning Tree | Create a program which takes a connected, undirected graph with weights and outputs the minimum spanning tree of the graph i.e., a subgraph that is a tree, contains all the vertices, and the sum of its weights is the least possible. | Graph | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Inverted index | An Inverted Index is a data structure used to create full text search. Given a set of text files, implement a program to create an inverted index. Also create a user interface to do a search using that inverted index which returns a list of files that contain the query term / terms. The search index can be in memory. | Data Structures | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|------------------------------------|---|------------|---|---|
| Fizz Buzz | Write a program that prints the numbers from 1 to 100. But for multiples of three print "Fizz" instead of the number and for the multiples of five print "Buzz". For numbers which are multiples of both three and five print "FizzBuzz". | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Reverse a String | Enter a string and the program will reverse it and print it out. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Pig Latin | Pig Latin is a game of alterations played on the English language game. To create the Pig Latin form of an English word the initial consonant sound is transposed to the end of the word and an ay is affixed (Ex.: "banana" would yield anana-bay). Read Wikipedia for more information on rules. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Count Vowels | Enter a string and the program counts the number of vowels in the text. For added complexity have it report a sum of each vowel found. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Check if Palindrome | Checks if the string entered by the user is a palindrome. That is that it reads the same forwards as backwards like "racecar" | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Count Words in a String | Counts the number of individual words in a string. For added complexity read these strings in from a text file and generate a summary. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Text Editor | Notepad style application that can open, edit, and save text documents. Optional: Add syntax highlighting and other features. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| RSS Feed Creator | Given a link to RSS/Atom Feed, get all posts and display them. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Quote Tracker (market symbols etc) | A program which can go out and check the current value of stocks for a list of symbols entered by the user. The user can set how often the stocks are checked. For CLI, show whether the stock has moved up or down. Optional: If GUI, the program can show green up and red down arrows to show which direction the stock value has moved. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Guestbook / Journal | A simple application that allows people to add comments or write journal entries. It can allow comments or not and timestamps for all entries. Could also be made into a shout box. Optional: Deploy it on Google App Engine or Heroku or any other PaaS (if possible, of course). | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Vigenere / Vernam / Ceasar Ciphers | Functions for encrypting and decrypting data messages. Then send them to a friend. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Regex Query Tool | A tool that allows the user to enter a text string and then in a separate control enter a regex pattern. It will run the regular expression against the source text and return any matches or flag errors in the regular expression. | Text | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| FTP Program | A file transfer program which can transfer files back and forth from a remote web sever. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|------------------------------------|--|------------|---|---|
| Bandwidth Monitor | A small utility program that tracks how much data you have uploaded and downloaded from the net during the course of your current online session. See if you can find out what periods of the day you use more and less and generate a report or graph that shows it. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Port Scanner | Enter an IP address and a port range where the program will then attempt to find open ports on the given computer by connecting to each of them. On any successful connections mark the port as open. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Mail Checker (POP3 / IMAP) | The user enters various account information include web server and IP, protocol type (POP3 or IMAP) and the application will check for email at a given interval. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Country from IP Lookup | Enter an IP address and find the country that IP is registered in. Optional: Find the IP automatically. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Whois Search Tool | Enter an IP or host address and have it look it up through whois and return the results to you. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Site Checker with Time Scheduling | An application that attempts to connect to a website or server every so many minutes or a given time and check if it is up. If it is down, it will notify you by email or by posting a notice on screen. | Networking | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Product Inventory Project | Create an application which manages an inventory of products. Create a product class which has a price, id, and quantity on hand. Then create an inventory class which keeps track of various products and can sum up the inventory value. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Airline / Hotel Reservation System | Create a reservation system which books airline seats or hotel rooms. It charges various rates for particular sections of the plane or hotel. Example, first class is going to cost more than coach. Hotel rooms have penthouse suites which cost more. Keep track of when rooms will be available and can be scheduled. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Company Manager | Create an hierarchy of classes - abstract class Employee and subclasses HourlyEmployee, SalariedEmployee, Manager and Executive. Every one's pay is calculated differently, research a bit about it. After you've established an employee hierarchy, create a Company class that allows you to manage the employees. You should be able to hire, fire and raise employees. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Bank Account Manager | Create a class called Account which will be an abstract class for three other classes called CheckingAccount, SavingsAccount and BusinessAccount. Manage credits and debits from these accounts through an ATM style program. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|-------------------------------------|---|-----------|---|---|
| Patient / Doctor Scheduler | Create a patient class and a doctor class. Have a doctor that can handle multiple patients and setup a scheduling program where a doctor can only handle 16 patients during an 8 hr work day. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Recipe Creator and Manager | Create a recipe class with ingredients and a put them in a recipe manager program that organizes them into categories like deserts, main courses or by ingredients like chicken, beef, soups, pies etc. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Image Gallery | Create an image abstract class and then a class that inherits from it for each image type. Put them in a program which displays them in a gallery style format for viewing. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Shape Area and Perimeter Classes | Create an abstract class called Shape and then inherit from it other shapes like diamond, rectangle, circle, triangle etc. Then have each class override the area and perimeter functionality to handle each shape type. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Flower Shop Ordering To Go | Create a flower shop application which deals in flower objects and use those flower objects in a bouquet object which can then be sold. Keep track of the number of objects and when you may need to order more. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Family Tree Creator | Create a class called Person which will have a name, when they were born and when (and if) they died. Allow the user to create these Person classes and put them into a family tree structure. Print out the tree to the screen. | Classes | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Create A Progress Bar for Downloads | Create a progress bar for applications that can keep track of a download in progress. The progress bar will be on a separate thread and will communicate with the main thread using delegates. | Threading | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Bulk Thumbnail Creator | Picture processing can take a bit of time for some transformations. Especially if the image is large. Create an image program which can take hundreds of images and converts them to a specified size in the background thread while you do other things. For added complexity, have one thread handling re-sizing, have another bulk renaming of thumbnails etc. | Threading | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Page Scraper | Create an application which connects to a site and pulls out all links, or images, and saves them to a list. Optional: Organize the indexed content and don't allow duplicates. Have it put the results into an easily searchable index file. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Online White Board | Create an application which allows you to draw pictures, write notes and use various colors to flesh out ideas for projects. Optional: Add feature to invite friends to collaborate on a white board online. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|-------------------------------------|--|----------|---|---|
| Get Atomic Time from Internet Clock | This program will get the true atomic time from an atomic time clock on the Internet. Use any one of the atomic clocks returned by a simple Google search. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Fetch Current Weather | Get the current weather for a given zip/postal code. Optional: Try locating the user automatically. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Scheduled Auto Login and Action | Make an application which logs into a given site on a schedule and invokes a certain action and then logs out. This can be useful for checking web mail, posting regular content, or getting info for other applications and saving it to your computer. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| E-Card Generator | Make a site that allows people to generate their own little e-cards and send them to other people. Do not use Flash. Use a picture library and perhaps insightful mottoes or quotes. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Content Management System | Create a content management system (CMS) like Joomla, Drupal, PHP Nuke etc. Start small. Optional: Allow for the addition of modules/addons. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Web Board (Forum) | Create a forum for you and your buddies to post, administer and share thoughts and ideas. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| CAPTCHA Maker | Ever see those images with letters a numbers when you signup for a service and then asks you to enter what you see? It keeps web bots from automatically signing up and spamming. Try creating one yourself for online forms. | Web | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Quiz Maker | Make an application which takes various questions from a file, picked randomly, and puts together a quiz for students. Each quiz can be different and then reads a key to grade the quizzes. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Sort Excel/CSV File Utility | Reads a file of records, sorts them, and then writes them back to the file. Allow the user to choose various sort style and sorting based on a particular field. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Create Zip File Maker | The user enters various files from different directories and the program zips them up into a zip file. Optional: Apply actual compression to the files. Start with Huffman Algorithm. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| PDF Generator | An application which can read in a text file, html file or some other file and generates a PDF file out of it. Great for a web based service where the user uploads the file and the program returns a PDF of the file. Optional: Deploy on GAE or Heroku if possible. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Mp3 Tagger | Modify and add ID3v1 tags to MP3 files. See if you can also add in the album art into the MP3 file's header as well as other ID3v2 tags. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|------------------------------|--|-------------------------|---|---|
| Code Snippet Manager | Another utility program that allows coders to put in functions, classes or other tidbits to save for use later. Organized by the type of snippet or language the coder can quickly look up code. Optional: For extra practice try adding syntax highlighting based on the language. | Files | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| SQL Query Analyzer | A utility application which a user can enter a query and have it run against a local database and look for ways to make it more efficient. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Remote SQL Tool | A utility that can execute queries on remote servers from your local computer across the Internet. It should take in a remote host, user name and password, run the query and return the results. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Report Generator | Create a utility that generates a report based on some tables in a database. Generates a sales reports based on the order/order details tables or sums up the days current database activity. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Event Scheduler and Calendar | Make an application which allows the user to enter a date and time of an event, event notes and then schedule those events on a calendar. The user can then browse the calendar or search the calendar for specific events. Optional: Allow the application to create re-occurrence events that reoccur every day, week, month, year etc. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Budget Tracker | Write an application that keeps track of a household's budget. The user can add expenses, income, and recurring costs to find out how much they are saving or losing over a period of time. Optional: Allow the user to specify a date range and see the net flow of money in and out of the house budget for that time period. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| TV Show Tracker | Got a favorite show you don't want to miss? Don't have a PVR or want to be able to find the show to then PVR it later? Make an application which can search various online TV Guide sites, locate the shows/times/channels and add them to a database application. The database/website then can send you email reminders that a show is about to start and which channel it will be on. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Travel Planner System | Make a system that allows users to put together their own little travel itinerary and keep track of the airline / hotel arrangements, points of interest, budget and schedule. | Databases | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Slide Show | Make an application that shows various pictures in a slide show format. Optional: Try adding various effects like fade in/out, star wipe and window blinds transitions. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Stream Video from Online | Try to create your own online streaming video player. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |

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|--------------------------|---|-------------------------|---|---|
| Mp3 Player | A simple program for playing your favorite music files. Add features you think are missing from your favorite music player. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Watermarking Application | Have some pictures you want copyright protected? Add your own logo or text lightly across the background so that no one can simply steal your graphics off your site. Make a program that will add this watermark to the picture. Optional: Use threading to process multiple images simultaneously. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Turtle Graphics | This is a common project where you create a floor of 20 x 20 squares. Using various commands you tell a turtle to draw a line on the floor. You have move forward, left or right, lift or drop pen etc. Do a search online for "Turtle Graphics" for more information. Optional: Allow the program to read in the list of commands from a file. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| GIF Creator | A program that puts together multiple images (PNGs, JPGs, TIFFs) to make a smooth GIF that can be exported. Optional: Make the program convert small video files to GIFs as well. | Graphics and Multimedia | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Caesar cipher | Implement a Caesar cipher, both encoding and decoding. The key is an integer from 1 to 25. This cipher rotates the letters of the alphabet (A to Z). The encoding replaces each letter with the 1st to 25th next letter in the alphabet (wrapping Z to A). So key 2 encrypts "HI" to "JK", but key 20 encrypts "HI" to "BC". This simple "monoalphabetic substitution cipher" provides almost no security, because an attacker who has the encoded message can either use frequency analysis to guess the key, or just try all 25 keys. | Security | https://github.com/karan/Projects | https://github.com/thekarangoel/Projects-Solutions |
| Dodger | Several bad guys fall from the top of the screen, and the user must avoid them. The player can be controlled with the arrow keys or more directly with the mouse. The longer the player lasts without being hit, the higher the score. Variations: Have enemies fall at different rates and be different sizes. Have enemies fall from more than one side of the game. Have power up pickups that grant invulnerability for a while, slow down bad guys, give the player a temporary "reverse bad guys" power, etc. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/chapter20.html |

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|-----------------|---|----------|---|---|
| Memory Puzzle | A board full of overturned cards. There is a pair for each card. The player flips over two cards. If they match, then they stay overturned. Otherwise they flip back. The player needs to overturn all the cards in the fewest moves to win. Variations: Provide "hints" in the form of four possible matching cards after the player flips the first one. Or, quickly overturn groups of cards at the beginning of the game. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter1.html |
| Sliding Puzzle | A 4x4 board of numbered tiles has one missing space and is randomly set up. To win the game, the player must slide tiles over to put the tiles back in order. Variants: Instead of numbers, you can have a scrambled picture cut up into 4x4 tiles. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter4.html |
| Simon | Four colored buttons light up in a specific pattern. After displaying the pattern, the player must repeat the pattern by clicking the buttons in proper order. The pattern gets longer each time the player completes the pattern. If the player presses a wrong button, the game ends. Variant: A nine-button version can add challenge to this game (but more than that would probably just be tedious.) | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter5.html |
| Nibbles | A worm or snake constantly moves around the board. The player controls the direction the "head" of the worm moves, and the worm must try to eat apples that randomly appear. Eating an apple causes the worm to grow in length. The game ends if the worm crashes into the edge of the board or into itself. Variants: Add walls to the level, instead of just a blank rectangle. Add power ups that the worm can pick up. Add bad guys that move around the board that the worm must avoid. Have two worms that the player must control simultaneously. Tron (see below) is a two-player variant of this game. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter6.html |
| Tetris | Shapes made up of four blocks fall from the top of the board. The player must rotate and place them to create full rows with no gaps. When a full row is made, the blocks in that row disappear and the blocks above it move down. The game ends if the board fills up. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter7.html |
| Katamari Damacy | The original Katamari Damacy game was in a 3d world, but a 2d version is also easy to implement. The player controls a small object in a world of different-sized objects. Touching the smaller objects grows the player, touching the larger objects damages or shrinks the player. The player wins when they reach a certain size. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-games/ | http://inventwithpython.com/pygame/chapter8.html |

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|-----------------|--|----------|---|---|
| Sokoban | The player is in a level with objects that need to be pushed over goals. The objects can only be pushed, they can't be pulled. This game does require some effort to design levels for, but Sokoban levels have been designed by others and published on the web. Variant: Add all sorts of level gimmicks: teleport tiles, conveyor belts, buttons that open doors/bridges, buttons that need an object left on them to keep a door open. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://inventwithpython.com/pygame/chapter9.html |
| Othello | On a grid, a black and white player places tiles of their color on the board. The opponent's tiles between the newly placed tile and that player's existing tiles are flipped to become the color of the player's tiles. The game ends when the board fills up and the player with the most tiles of their color wins. Variant: Three player Othello with three different colors. Non-square boards. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://inventwithpython.com/pygame/chapter10.html |
| Flood It | A grid of six colors of tiles starts off randomly. The player can do a "flood fill" on the top left tile, changing the color of any adjacent tiles of the same color. The player wins if they are able to make the entire board a single color within a certain number of moves. Variants: Power ups gained when a certain tile is changed. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://inventwithpython.com/pygame/chapter10.html |
| Connect Four | Two players of different colors drop their tokens on an upright board. The player to make four tokens in a row, column, or diagonal wins. Creating an AI for this requires a simple minimax algorithm. Variant: Different board sizes. Walls inside the board that appear when the spaces beneath them are filled. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://inventwithpython.com/pygame/chapter10.html |
| Bejeweled | The board is filled with seven different types of jewels. The player can swap two adjacent jewels to form a three-in-a-row, causing the jewels to disappear and the jewels on top of them to fall down. Creating chain reactions gives bonus points. Variant: Different power ups for matching a particular jewel. Be able to sometimes swap jewels that are not adjacent to each other. Timed games. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://inventwithpython.com/pygame/chapter10.html |
| Mancala | A stone capture game where the board is made up of 12 pits and a "score pit" that the player tries to move their stones into. A simple minimax algorithm can be used by the AI. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://www.pygame.org/project-pyAwale-464-3779.html |
| Missile Command | Missiles are shot up from the ground to hit falling meteors before they hit cities. The missiles must be timed so that they reach their target at the same time that the meteor is there. Variants: See Rampart below. Different weapon types (the kind used in Scorched Earth) are also possible. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gan | http://www.pygame.org/project-Patriot+Command-1394-2708.html |

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|------------------------------------|---|----------|---|---|
| Arkanoid | The player controls a paddle that bounces a ball off of bricks in the level. The bricks break when the ball bounces off of them. The level is cleared when all the bricks are destroyed. Variants: Power ups fall from smashed blocks, including: triple ball, longer paddle, ball breaks through bricks, a laser shoots out from the paddle. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gar | http://www.pygame.org/project-Arkanoid-1422-.html |
| Maze | Player runs through a maze to the exit. This is more of an exercise in writing maze-generation algorithms. Variants: Teleports, buttons to control doors, keys to unlock doors, having multiple characters to move around that must work in sync to unblock each other's paths. | Games | http://inventwithpython.com/blog/2012/02/20/i-need-practice-programming-49-ideas-for-gar | http://www.pygame.org/project-Bipo+Maze-2159-.html |
| Reverse a String | Enter a string and the program will reverse it and print it out. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Pig Latin | Pig Latin is a game of alterations played on the English language game. To create the Pig Latin form of an English word the initial consonant sound is transposed to the end of the word and an ay is affixed (Ex.: "banana" would yield anana-bay). Read Wikipedia for more information on rules. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Count Vowels | Enter a string and the program counts the number of vowels in the text. For added complexity have it report a sum of each vowel found. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Check if Palindrome | Checks if the string entered by the user is a palindrome. That is that it reads the same forwards as backwards like "racecar" | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Count Words in a String | Counts the number of individual words in a string. For added complexity read these strings in from a text file and generate a summary. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Text Editor | Notepad style application that can open, edit, and save text documents. Add syntax highlighting and other features. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| RSS Feed Creator | A program which can read in text from other sources and put it in RSS or Atom news format for syndication. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Post-it Notes Program | A program where you can add text reminders and post them. You can have the program also add popup reminders. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Quote Tracker (market symbols etc) | A program which can go out and check the current value of stocks for a list of symbols entered by the user. The user can set how often the stocks are checked and the program can show green up and red down arrows to show which direction the stock value has moved. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Guestbook / Journal | A simple application that allows people to add comments or write journal entries. It can allow comments or not and timestamps for all entries. Could also be made into a shout box. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|-------------------------------------|--|------------|---|--------------------------|
| News Ticker and Game Scores | A program which sits on your desktop and aggregates news and game scores from various sources on the net. It then scrolls them across the screen on regular intervals. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Fortune Teller (Horoscope) | A program that checks your horoscope on various astrology sites and puts them together for you each day. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Vigenere / Vernam / Ceasar Ciphers | Functions for encrypting and decrypting data messages. Then send them to a friend. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Random Gift Suggestions | Enter various gifts for certain people when you think of them. When its time to give them a gift (xmas, birthday, anniversary) it will randomly pick one and perhaps places you can get it. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Text to HTML Generator | Converts text files into web HTML files and stylizes them. Great for making online documentation of standard text documentation. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| CD Key Generator | Generates a unique key for your applications to use based on some arbitrary algorithm that you can specify. Great for software developers looking to make shareware that can be activated. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Regex Query Tool | A tool that allows the user to enter a text string and then in a separate control enter a regex pattern. It will run the regular expression against the source text and return any matches or flag errors in the regular expression. | Text | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| FTP Program | A file transfer program which can transfer files back and forth from a remote web sever. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Get Atomic Time from Internet Clock | This program will get the true atomic time from an atomic time clock on the Internet. There are various clocks across the world. Do a search for a list of them. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Chat Application (IRC or MSN style) | Create a chat application that can create simple chat rooms like on Internet Relay Chat (IRC) or a more direct chatting style like MSN. For added complexity, create your own protocol to facilitate this chatting. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Fetch Current Weather | Get the current weather for a given zip/postal code. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| P2P File Sharing App | Create a program like LimeWire, FrostWire, Bearshare, or a torrent style application. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Port Scanner | Enter an IP address and a port range where the program will then attempt to find open ports on the given computer by connecting to each of them. On any successful connections mark the port as open. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Mail Checker (POP3 / IMAP) | The user enters various account information include web server and IP, protocol type (POP3 or IMAP) and the application will check for email on several accounts at a given interval. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|-----------------------------------|--|------------|---|--------------------------|
| Packet Sniffer | A utility program that will read packets coming in and out of the machine along with related information like destination and payload size. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Country from IP Lookup | Enter an IP address and find the country that IP is registered in. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Whois Search Tool | Enter an IP or host address and have it look it up through whois and return the results to you. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Zip/Postal Code Lookup | Enter a zip or postal code and have it return which city/cities that are in that zip code. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Remote Login | Create a remote desktop style application which can see and control the remote computer (given you have permissions). It may require the use of your own private network and a second computer to test with. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Site Checker with Time Scheduling | An application that attempts to connect to a website or server every so many minutes or a given time and check if it is up. If it is down, it will notify you by email or by posting a notice on screen. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Small Web Server | A simple web server that can serve HTML files that contain Javascript and other forms of non-code executing code. Added complexity would be to try and implement streaming video, create a server-side language, or serve up other stream types. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Web Bot | An automated program which carries out tasks on the web including checking websites, page scraping, and summarization of data or web posting. | Networking | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Product Inventory Project | Create an application which manages an inventory of products. Create a product class which has a price, id, and quantity on hand. Then create an inventory class which keeps track of various products and can sum up the inventory value. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Movie Store | Manage video rentals and controls when videos are checked out, due to return, overdue fees and for added complexity create a summary of those accounts which are overdue for contact. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Airline/Hotel Reservation System | Create a reservation system which books airline seats or hotel rooms. It charges various rates for particular sections of the plane or hotel. Example, first class is going to cost more than coach. Hotel rooms have penthouse suites which cost more. Keep track of when rooms will be available and can be scheduled. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Student Gradebook Application | Keep track of students (with a student class that has their name, average, and scores) in a class and their grades. Assign their scores on tests and assignments to the students and figure out their average and grade for the class. For added complexity put the students on a bell curve. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|-------------------------------------|---|-----------|---|--------------------------|
| Bank Account Manager | Create a class called "Account" which will be an abstract class for three other classes called "CheckingAccount", "SavingsAccount" and "BusinessAccount". Manage credits and debits from these accounts through an ATM style program. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Library Catalog | Create a book class with a title, page count, ISBN and whether or not it is checked out or not. Manage a collection of various books and allow the user to check out books or return books. For added complexity generate a report of those books overdue and any fees. Also allow users to put books on reserve. | Classes | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Create A Progress Bar for Downloads | Create a progress bar for applications that can keep track of a download in progress. The progress bar will be on a separate thread and will communicate with the main thread using delegates. | Threading | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Download Manager | Allow your program to download various files and each one is downloading in the background on a separate thread. The main thread will keep track of the other thread's progress and notify the user when downloads are completed. | Threading | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Chat Application (remote styling) | Create a chat application which allows you to connect directly to another computer by their IP through the use of remoting and allow your "server" application handle multiple incoming connections. | Threading | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Bulk Thumbnail Creator | Picture processing can take a bit of time for some transformations. Especially if the image is large. Create an image program which can take hundreds of images and converts them to a specified size in the background thread while you do other things. For added complexity, have one thread handling re-sizing, have another bulk renaming of thumbnails etc. | Threading | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| WYIWYG Editor | Create an editor online which allows people to move around elements, create tables, write text, set colors etc for web pages without having to know HTML. Think Dreamweaver or FrontPage but for online sites. If you need an example check out the DIC page used to create a post. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Web Browser with Tabs | Create a small web browser that allows you to navigate the web and contains tabs which can be used to navigate to multiple web pages at once. For simplicity don't worry about executing Javascript or other client side code. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|---------------------------------|---|----------|---|--------------------------|
| Page Scraper | Create an application which connects to a site and pulls out all links, or images, and saves them to a list. For added complexity, organize the indexed content and don't allow duplicates. Have it put the results into an easily searchable index file. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| File Downloader | An application which can download various objects on a page including video streams or all files on a page. Great for pages with a lot of download links. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Telnet Application | Create an application which can telnet into servers across the internet and run basic commands. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Online White Board | Create an application which allows you and friends to collaborate on a white board online. Draw pictures, write notes and use various colors to flesh out ideas for projects. For added complexity try building in picture tubes. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Bandwidth Monitor | A small utility program that tracks how much data you have uploaded and downloaded from the net during the course of your current online session. See if you can find out what periods of the day you use more and less and generate a report or graph that shows it. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Bookmark Collector and Sorter | An application that you can put online for people to upload bookmarks to, have it sort them, remove duplicates and export the entire list as a Firefox/IE/Safari bookmark file. For added complexity see if you can group the bookmark items into various folders. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Password Safe | A program which keeps track of passwords for sites or applications and encrypts them with a key so that no one can read them. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Media Player widget for iGoogle | Create an iGoogle gadget which can play various song lists from your computer as well as share one song daily. Perhaps let people look up which songs you have listened to lately. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Text-base Game Like Utopia | Create a simple text based RPG like Utopia where you can create a civilization, gather resources, forge alliances, cast spells and more on a turn based system. See if you can dominate the kingdom. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Scheduled Auto Login and Action | Make an application which logs into a given site on a schedule and invokes a certain action and then logs out. This can be useful for checking web mail, posting regular content, or getting info for other applications and saving it to your computer. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|---|---|----------|---|--------------------------|
| E-card Generator | Make a site that allows people to generate their own little e-cards and send them to other people. Can use flash or not. Use a picture library and perhaps insightful mottos or quotes. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Content Management System | Create a content management system (CMS) like Joomla, Drupal, PHP Nuke etc. Start small and allow for the addition of modules/addons later. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Template Maker | Make a site or application which allows the user to enter in various color codes, elements, dimensions and constructs a template file for a particular application like PHPBB, Invision Board, MySpace, Bebo, etc. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| CAPTCHA Maker | Ever see those images with letters a numbers when you signup for a service and then asks you to enter what you see? It keeps web bots from automatically signing up and spamming. Try creating one yourself for online forms. If you use PHP, take a look at the image functions of GD. | Web | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Quiz Maker | Make an application which takes various questions form a file, picked randomly, and puts together a quiz for students. Each quiz can be different and then reads a key to grade the quizzes. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Quick Launcher | A utility program that allows the user to assign various programs to icons on a toolbar. Then by clicking the buttons they can quickly launch the programs with parameters etc. Much like Windows quick launch. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| File Explorer | Create your own windows explorer program but with added features, better searching, new icons and other views. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Sort File Records Utility | Reads a file of records, sorts them, and then writes them back to the file. Allow the user to choose various sort style and sorting based on a particular field. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Add Transactions in File and Find Average | Read in a file of financial transactions, group them into accounts, add up fields or find averages or apply credits and debits to each account. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Create ZIP File Maker | The user enters various files from different directories and maybe even another computer on the network and the program transfers them and zips them up into a zip file. For added complexity, apply actual compression to the files. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| PDF Generator | An application which can read in a text file, html file or some other file and generates a PDF file out of it. Great for a web based service where the user uploads the file and the program returns a PDF of the file. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|----------------------------|---|----------|---|--------------------------|
| Bulk Renamer and Organizer | This program will take a series of files and renames them with a specific filename filter entered by the user. For instance if the user enters myimage###.jpg it will rename all files with a "minimum" of three numbers like "myimage001.jpg", "myimage145.jpg" or even "myimage1987.jpg" since 1987 has at least three numbers. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| MP3 Tagger | Modify and add ID3v1 tags to MP3 files. See if you can also add in the album art into the MP3 file's header as well as other ID3v2 tags. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Log File Maker | Make an application which logs various statistics in response to given events. This can be something that logs what an application does, what the system is doing, when something like a file changes etc. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Excel Spreadsheet Exporter | Create an online application which can read in a file and create an Excel Spreadsheet to export back. This can be through CVS or other file formats. For added complexity, see if you can create formula fields as well. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| RPG Character Stat Creator | Make a program which will randomly create a character's stats based on several rules set forth by the user. Have it generate a class, gender, strength/magic/dexterity points, and extra abilities or trades. Have it save it to a file which can then be printed out by a dungeon master. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Image Map Generator | Image maps are those images on the web that have multiple hover points that link to different pages. Such images may include maps or splash pages. See if you can make one where the user specifies an image, clicks hotspots in the image and specify links. It will then generate the HTML code to a file that the user can then copy and paste into their website to make the image map. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| File Copy Utility | Create a utility that can do bulk file copying and backups of other files. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Code Snippet Manager | Another utility program that allows coders to put in functions, classes or other tidbits to save for use later. Organized by the type of snippet or language the coder can quickly look up code. For extra practice try adding syntax highlighting based on the language. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Versioning Manager | Create your own versioning system for code files. Users are forced to check out items and lock items during reading and writing so that a group of programmers are not accidentally overwriting code files on one another. | Files | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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|-------------------------------|---|-----------|---|--------------------------|
| SQL Query Analyzer | A utility application which a user can enter a query and have it run against a local database and look for ways to make it more efficient. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Remote SQL Tool | A utility that can execute queries on remote servers from your local computer across the Internet. It should take in a remote host, user name and password, run the query and return the results. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Baseball/Other Card Collector | Create an online application for keeping track of a collection of cards. Let the user enter all cards in a set, check off which ones they have, which ones they need and generate lists of cards they are looking for. For extra complexity, have it sum up sets and generate reports on how close they are of completing sets or the current value of a set. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Report Generator | Create a utility that generates a report based on some tables in a database. Generates a sales reports based on the order/order details tables or sums up the days current database activity. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Database Backup Script Maker | A program which reads a database's objects, relationships, records and stored procedures and creates a .sql file which can then be imported into another database or kept as a backup file to rebuild the database with. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Event Scheduler and Calendar | Make an application which allows the user to enter a date and time of an event, event notes and then schedule those events on a calendar. The user can then browse the calendar or search the calendar for specific events. For added complexity, allow the application to create reoccurrence events that reoccur every day, week, month, year etc. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Budget Tracker | Write an application that keeps track of a household's budget. The user can add expenses, income, and recurring costs to find out how much they are saving or losing over a period of time. For added complexity allow the user to specify a date range and see the net flow of money in and out of the house budget for that time period. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Address Book | Keep track of various contacts, their numbers, emails and little notes about them like a Rolodex in the database. For extra complexity, allow the user to connect to a website publish their address book based on specific options the user has set. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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| TV Show Tracker | Got a favorite show you don't want to miss? Don't have a PVR or want to be able to find the show to then PVR it later? Make an application which can search various online TV Guide sites, locate the shows/times/channels and add them to a database application. The database/website then can send you email reminders that a show is about to start and which channel it will be on. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Travel Planner System | Make a system that allows users to put together their own little travel itinerary and keep track of the airline / hotel arrangements, points of interest, budget and schedule. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Entity Relationship Diagram (ERD) Creator | A program that allows the user to put together ERD diagram and save it or have it generate some basic SQL syntax to give them a jump start. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Database Translation (MySQL <-> SQL Server) | A simple utility that reads in from one database and constructs SQL compliant with another database. Then saves that to another database. One popular transition would be to and from MySQL server for databases like SQL Server and Oracle. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Web Forum | Create a forum for you and your buddies to post, administer and share thoughts and ideas. | Databases | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Slide Show | Make an application that shows various pictures in a slide show format. For extra complexity try adding various effects like fade in/out, star wipe and window blinds transitions. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Mindmapper | Allow the user to put down ideas and quickly brainstorm how they are related into a mind map. The goal here is speed so let the user quickly write in an idea and drag it around in a visual map to show relationships. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Import Picture and Save as Grayscale | A utility that sucks the color right out of an image and saves it. You could add more including adjusting contrast, colorizing and more for added complexity. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Stream Video from Online | Try to create your own online streaming video player. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| MP3 Player and other formats | A simple program for playing your favorite music files. For extra complexity see if you can add in playlists and an equalizer. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Bulk Picture Manipulator | This program will take in a directory of pictures and apply a certain effect to them whether it be reducing color count, changing its format, or alter file attributes. For something extra try to see if you can also create a system to tag them. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| CD Burning App | Create a utility that simply burns data to a CD. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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| YouTube Downloader | A program which can download videos to your hard drive from youtube.com. Save the files in various formats including FLV and AVI. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Wallpaper Manager | Make a program which keeps track of your favorite wallpapers, changes them regularly and maybe even re-sizes them for your resolution (aka tiles one and stretches another) | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Screen Capture Program | Make a utility that will simply capture a frame from your web cam. For added complexity see if you can also build in emailing functionality. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Image Browser | This application is used to view various image files on your computer from PNG, GIF, JPG to BMP, TIFF etc. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Traffic Light Application | See if you can make your own street light application and then put it into an intersection scenario. Don't let any cars run the lights and crash into one another! | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| MP3 to WAV Converter | MP3 is essentially compressed wav format. See if you can translate it back into wav so that some other sound editing programs can work with the wav file itself. Keep in mind that 1 MB of MP3 is relative 10MB wav. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Signature Maker | Ever seen those web board posts where someone has a generated signature made up? See if you can make a program that allows the user to specify a background, text, colors and alignment to make their own signatures or userbars. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Screensaver Maker | Make a screensaver program that will run while your computer sits idle. To make a simple one use some standard pictures and then for added complexity try a 3D object that spins around the screen and bounces off the sides. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Watermarking Application | Have some pictures you want copyright protected? Add your own logo or text lightly across the background so that no one can simply steal your graphics off your site. Make a program that will add this watermark to the picture. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Turtle Graphics | This is a common project where you create a floor of 20 x 20 squares. Using various commands you tell a turtle to draw a line on the floor. You have move forward, left or right, lift or drop pen etc. For added complexity, allow the program to read in the list of commands from a file. Do a search online for "Turtle Graphics" for more information. | Graphics and Multimedia | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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| Battleship | Create two game boards and let each player place a number of war ships. Each player can't see the other person's board. They then take turns firing at one another by guessing one of the board squares. If the square they guess contains part of a ship, it is a hit. Otherwise it is a miss. They sink a ship when all squares containing that particular ship have been uncovered. The player wins when all their opponents' ships have been sunk. | Games | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Chess and Checkers | Simply put a game of chess or checkers. Try to make it playable online and if you can use a graphical user interface that can also undo or redo a step as well as keep a history of moves for replay. | Games | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Hangman | Randomly select a word from a file, have the user guess characters in the word. For each character they guess that is not in the word, have it draw another part of a man hanging in a noose. If the picture is completed before they guess all the characters, they lose. | Games | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Crossword Puzzle | Create a crossword puzzle which links words together on common letters. Provide a list of clues for each word and let the user enter fill in the words until the entire crossword is filled in. | Games | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |
| Frogger | Get your frog across the river and lanes of traffic by either jumping on logs and lily pads rushing by at different speeds or avoid the automobiles which are also moving at various speeds. Based on the old arcade game. | Games | http://www.dreamincode.net/forums/topic/78802-martyr2s-mega-project-ideas-list/ | |

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