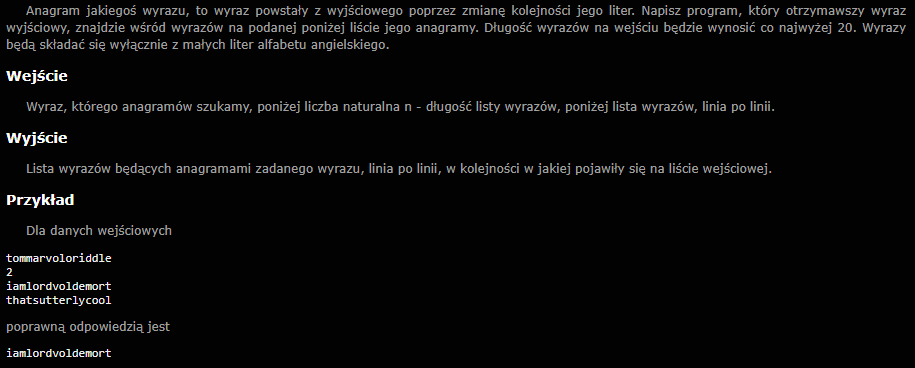
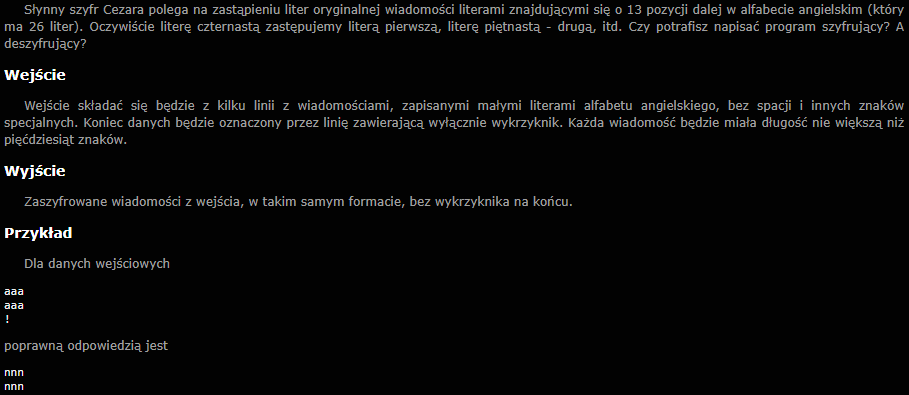
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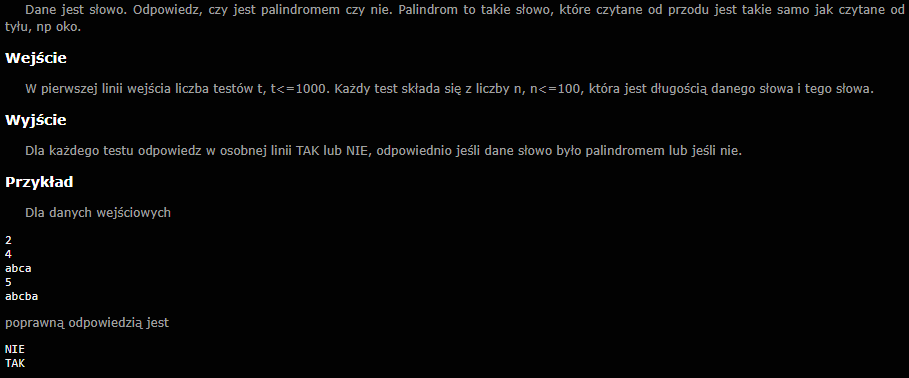
1. Lista 1 Stringi
   * Anagram



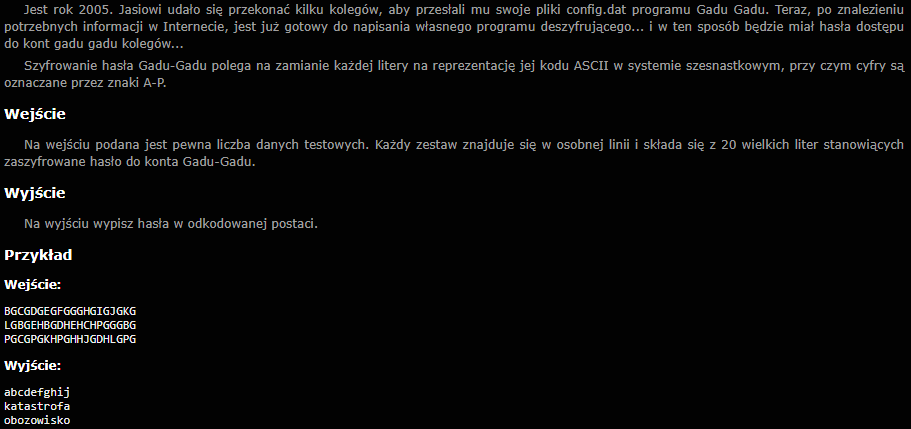
* + Szyfr Cezara 1



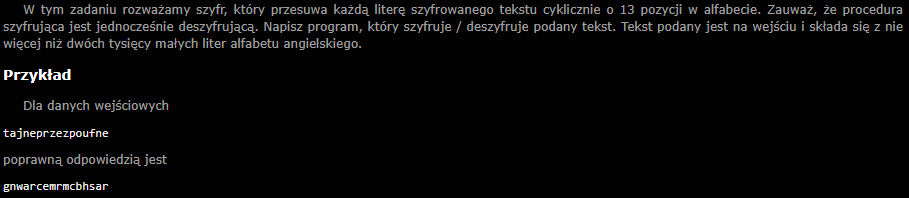
* + Czy to palindrom



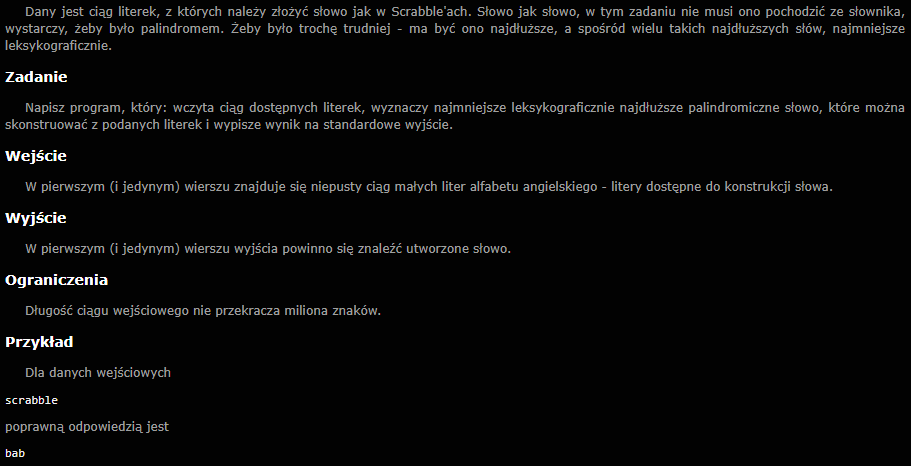
* + Łamacz gg



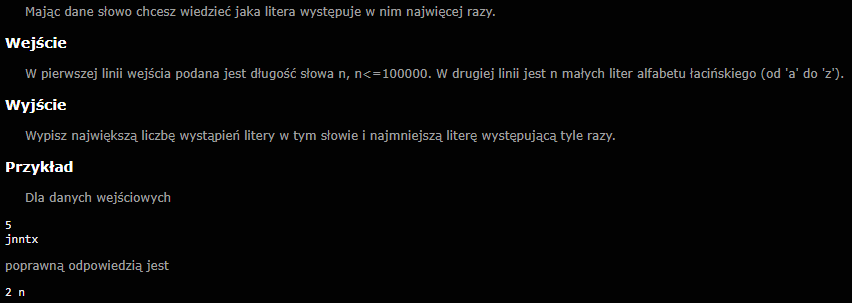
* + Szyfr Cezara 2



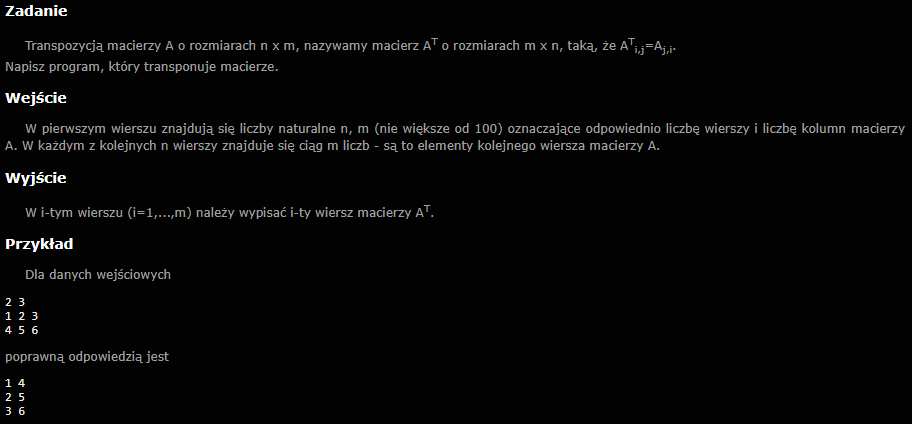
* + Palindromiczne scabble



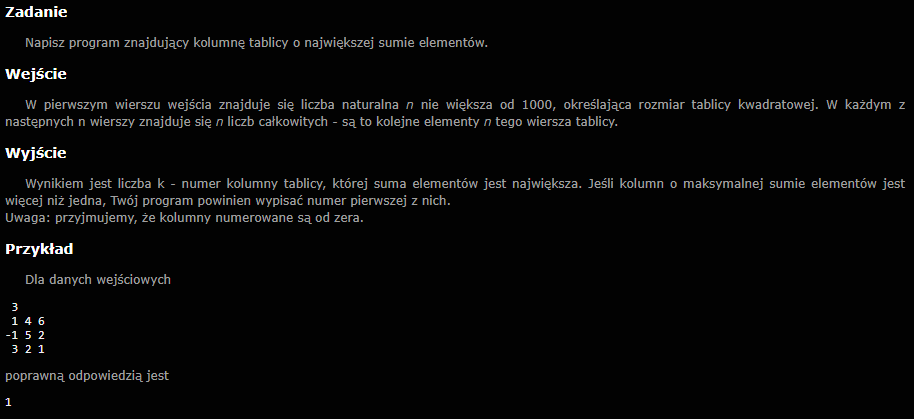
1. Lista 2 Tablice
   * Najczęstsza litera



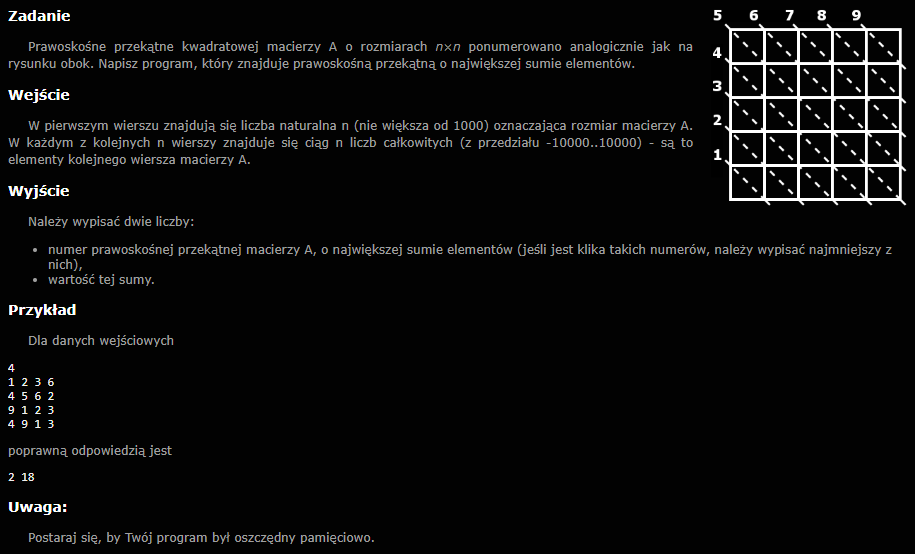
* + Transpozycja macierzy



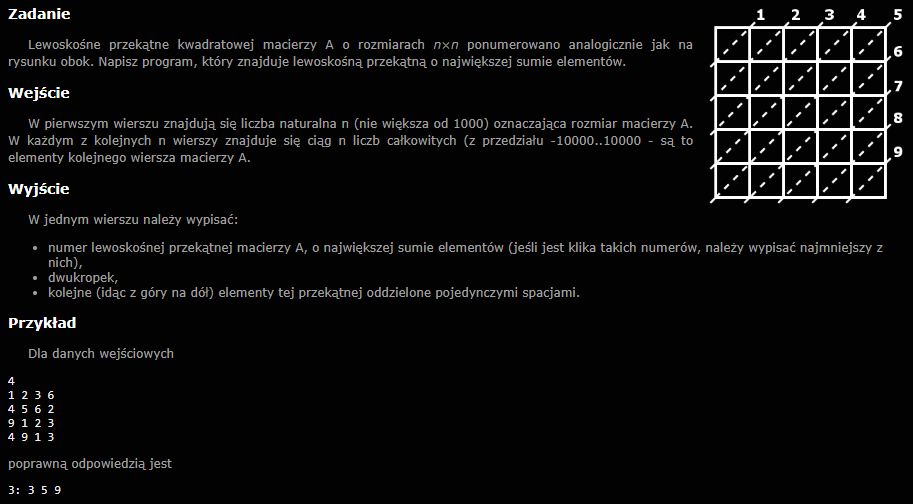
* + Najcięższa kolumna tablicy



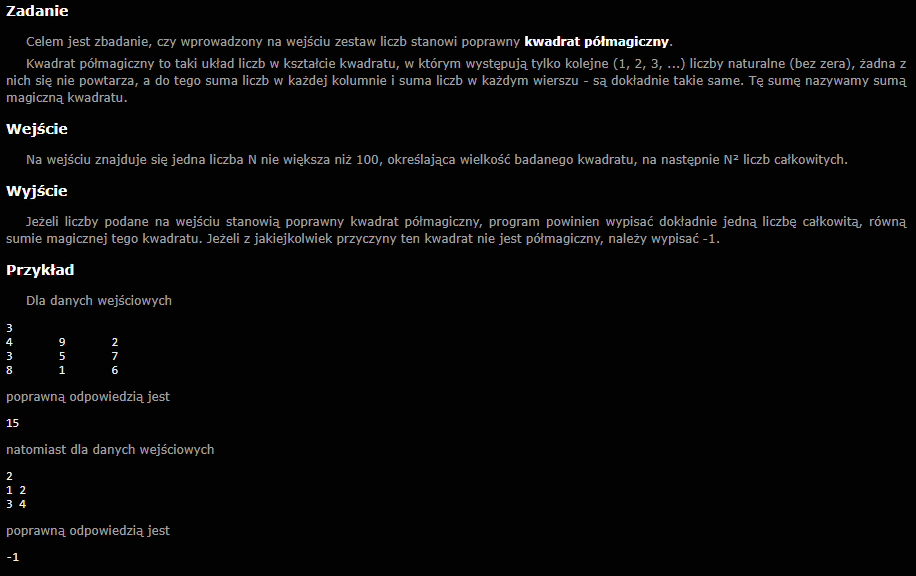
* + Najcięższa prawoskośna przekątna



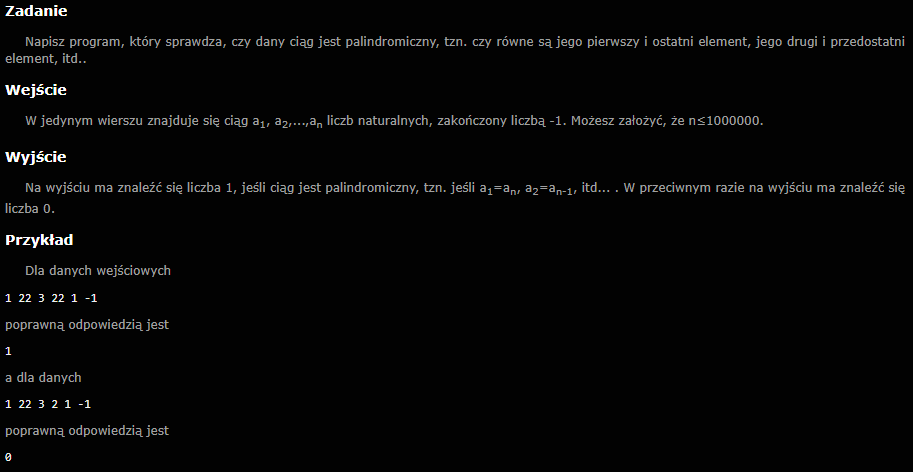
* + Najcięższa lewoskośna przekątna



* + Czy to jest kwadrat magiczny?



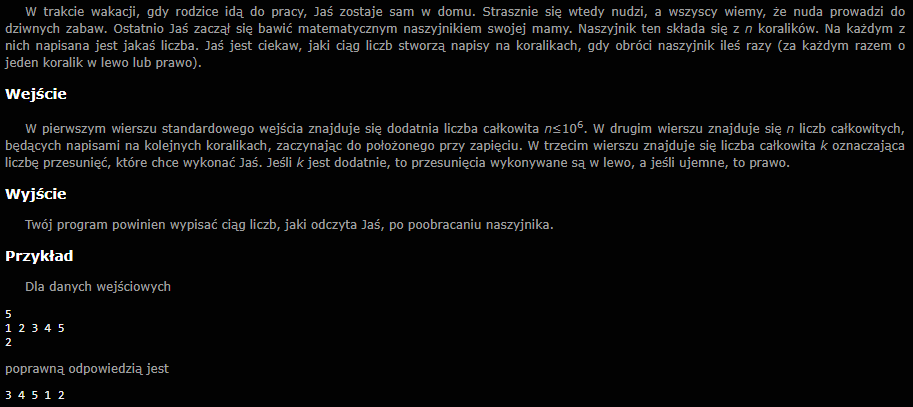
* + Ciąg palindromiczny



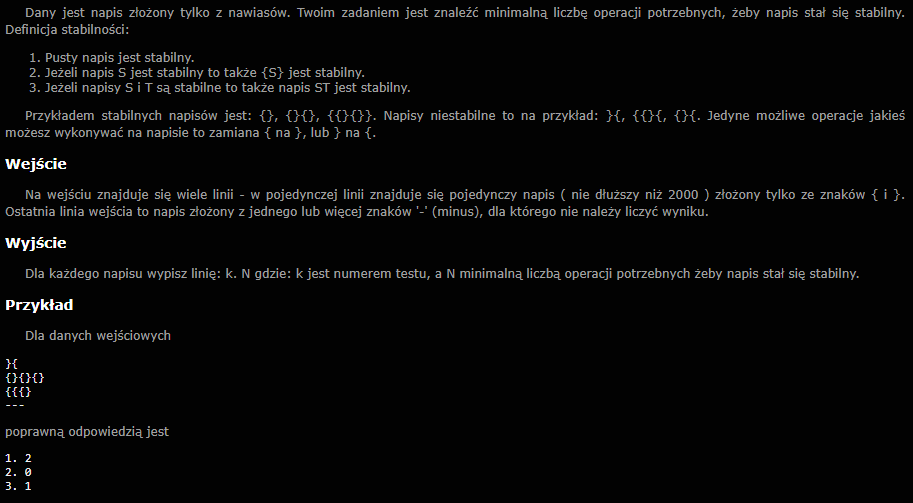
* + Minimum i maksimum



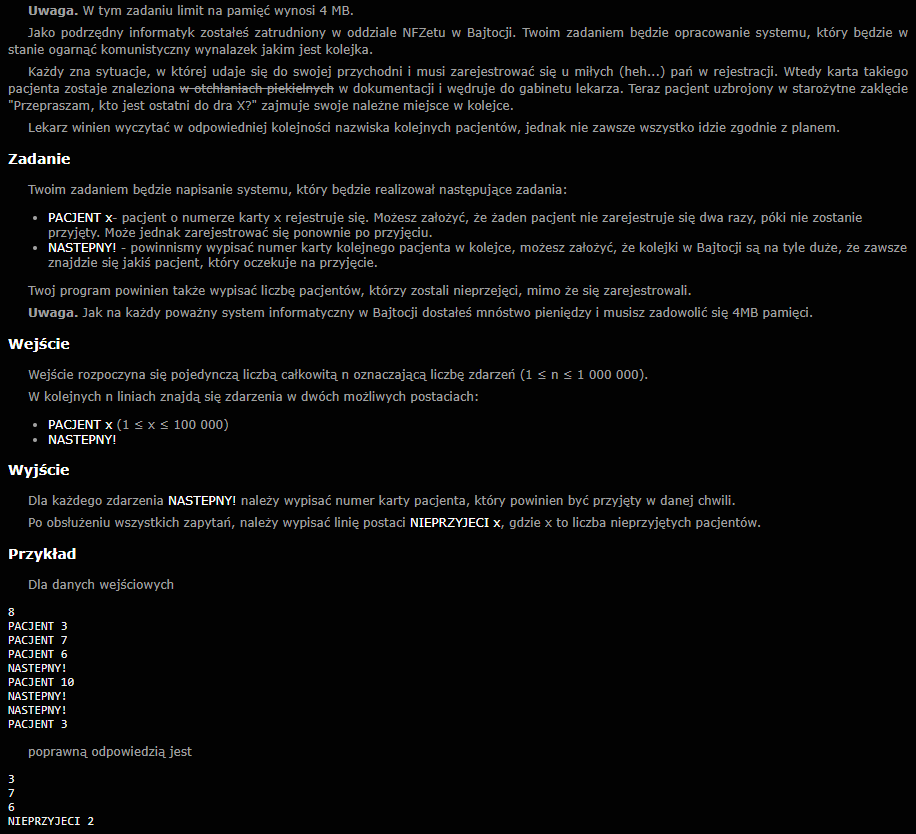
* + Przesunięcie cykliczne



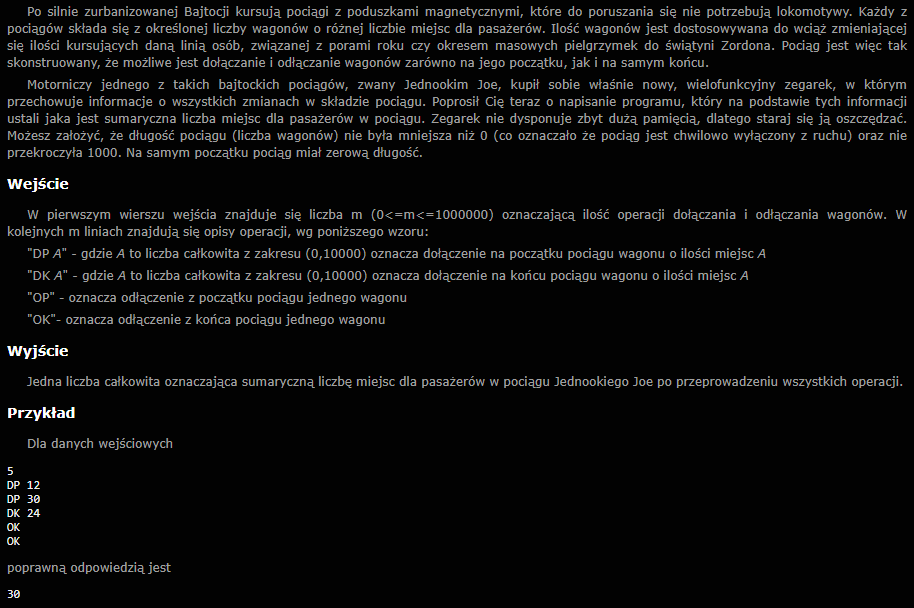
1. Lista 3 Stos, kolejka i kopiec
   * Nawiasy



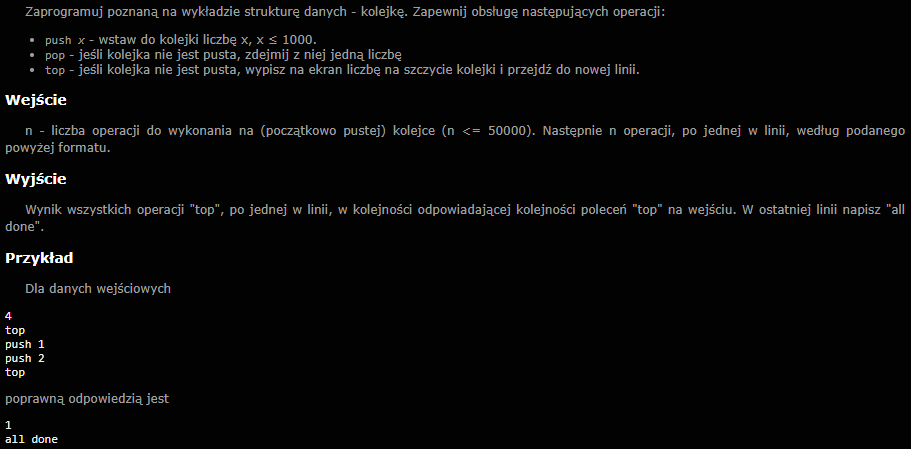
* + Kolejka



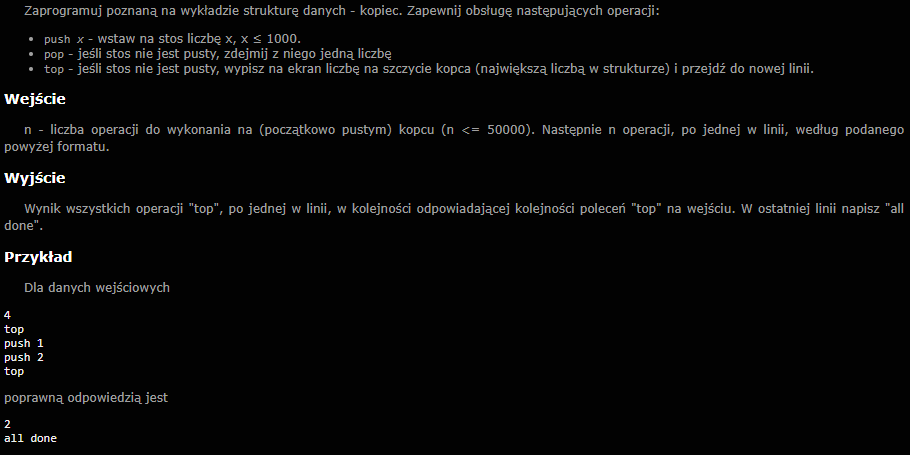
* + Jadnooki motorniczy



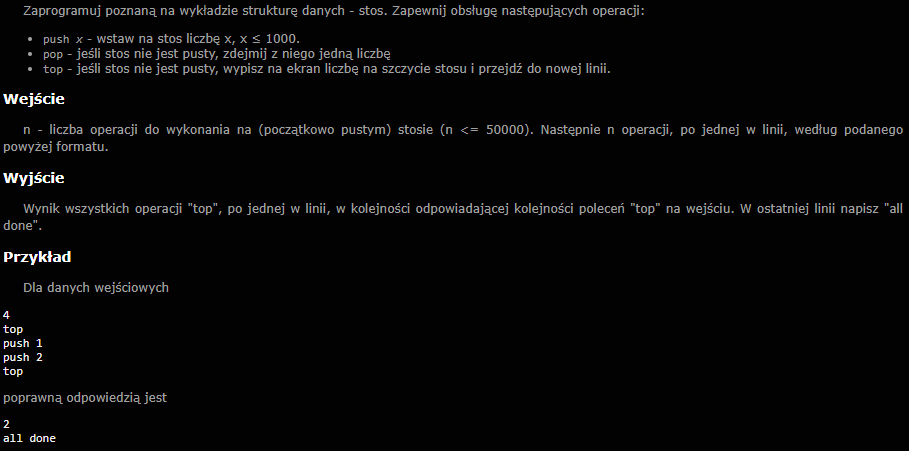
* + Prosta kolejka



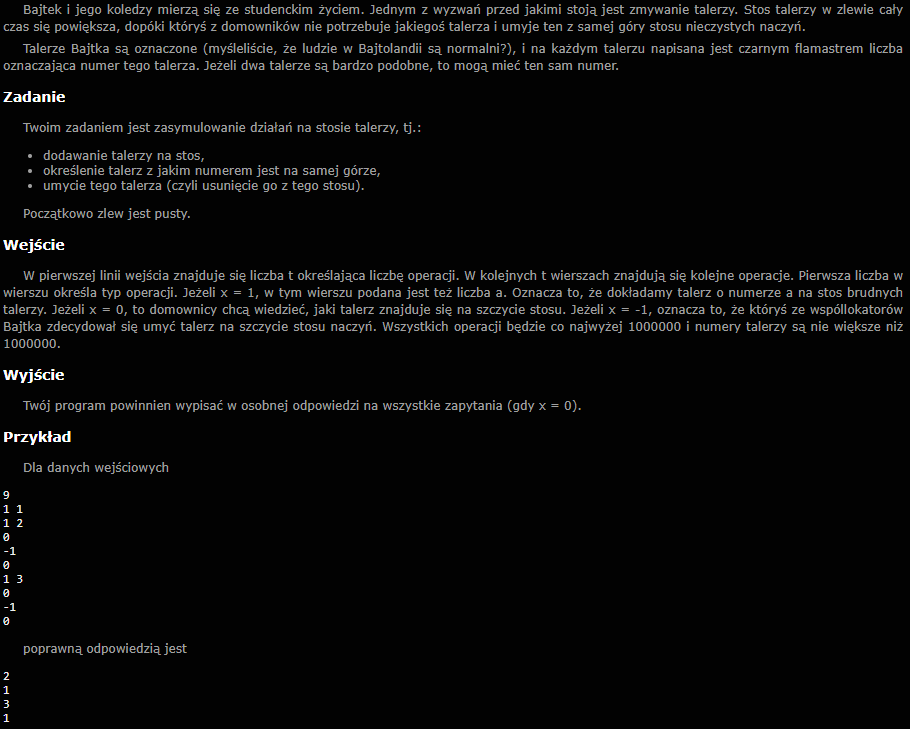
* + Prosty kopiec



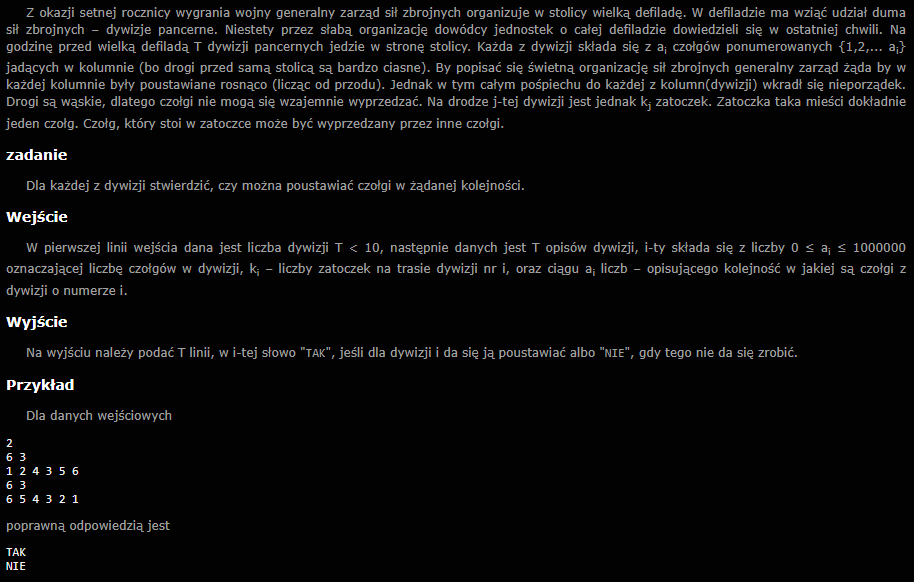
* + Prosty stos



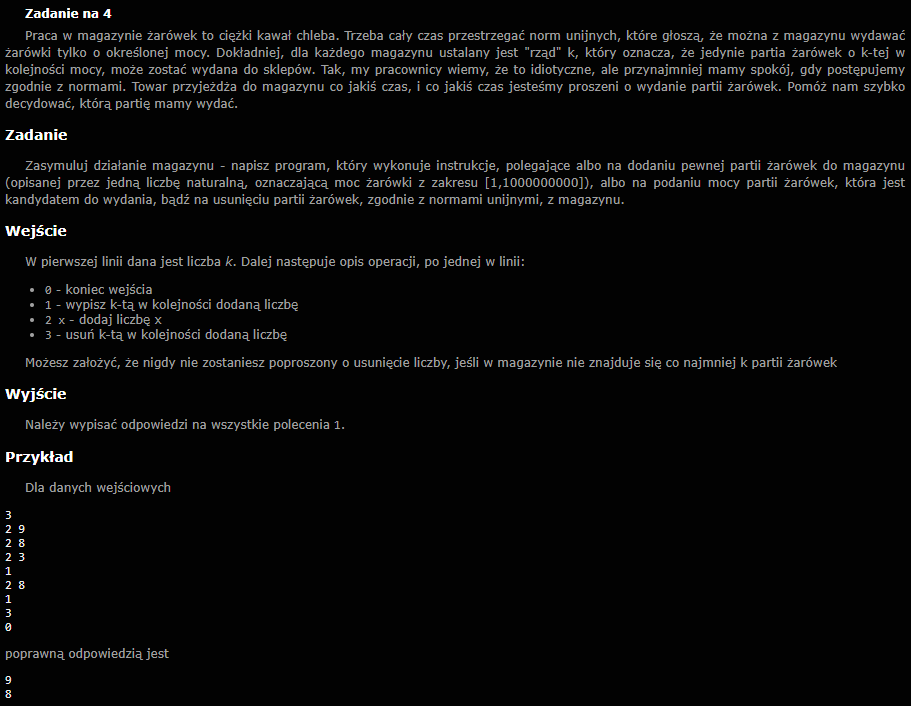
* + Talerze



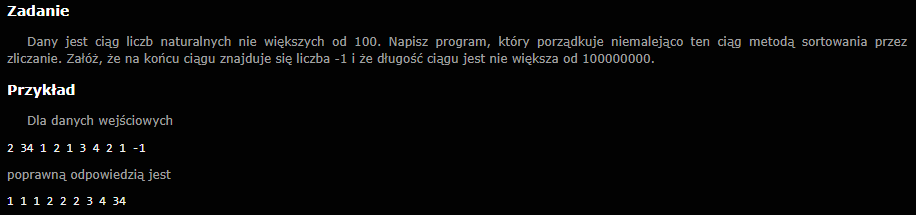
* + Czołgi



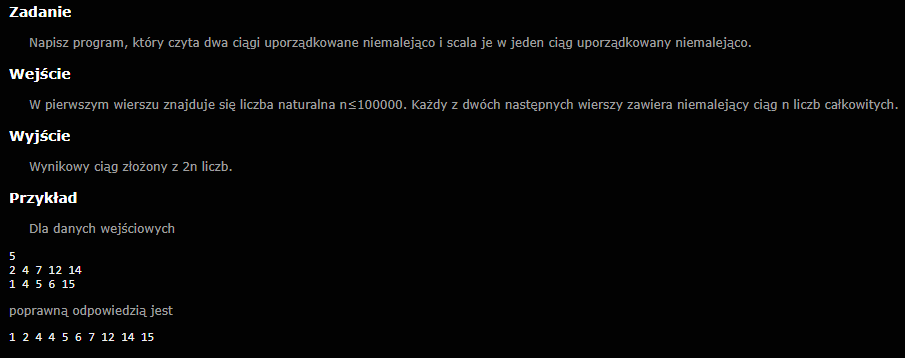
1. Lista 3 Zadania dodatkowe
   * Magazyn żarówek



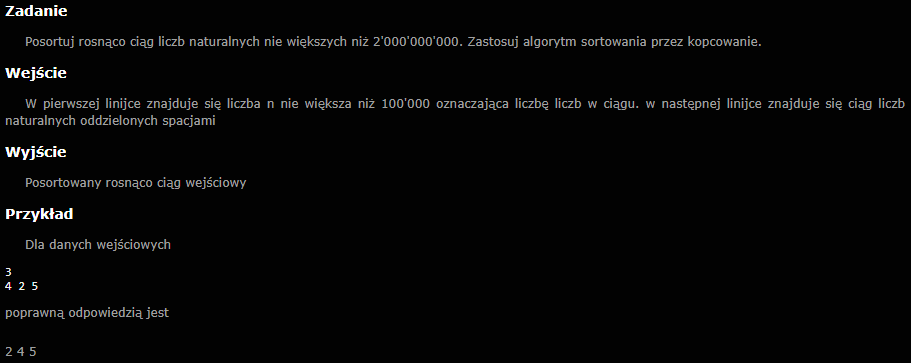
1. Lista 4 Sortowania
   * Sortowanie przez zliczanie



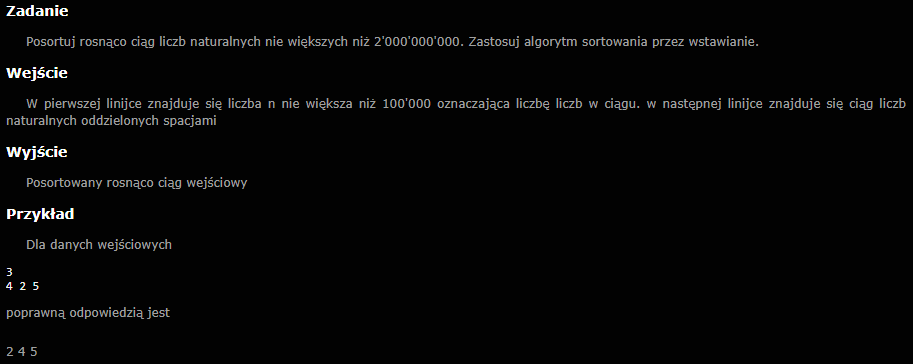
* + Scalanie



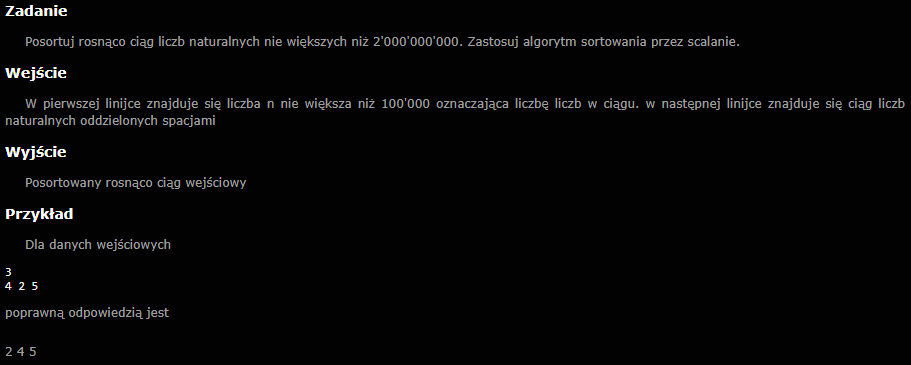
* + Sortowanie przez kopcowanie



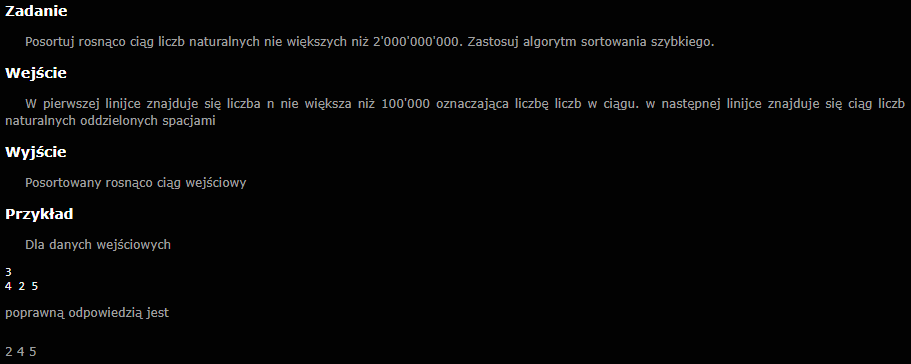
* + Sortowanie przez wstawianie



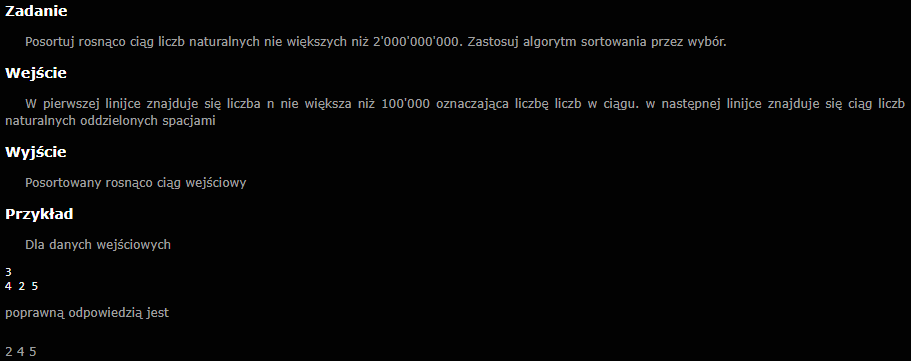
* + Sortowanie przez scalanie



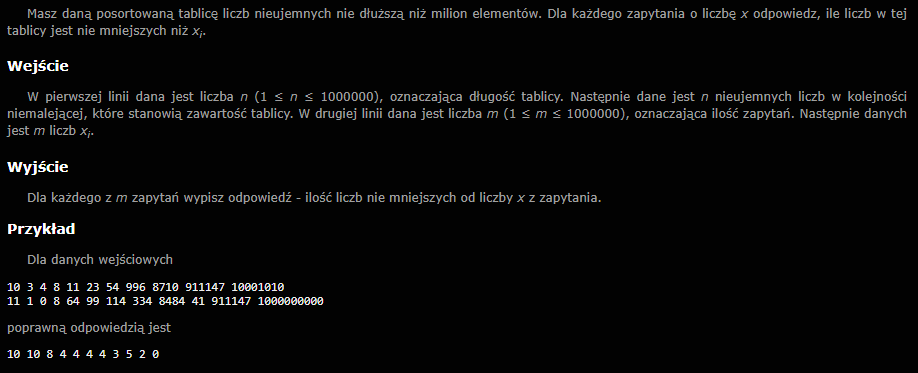
* + Sortowanie szybkie



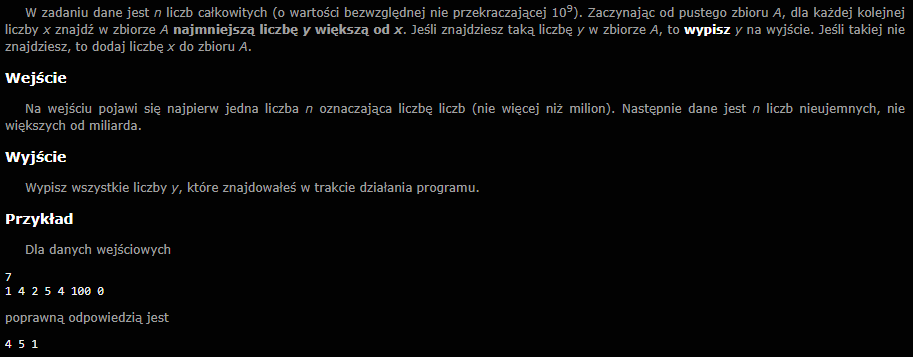
* + Sortowanie przez wybór



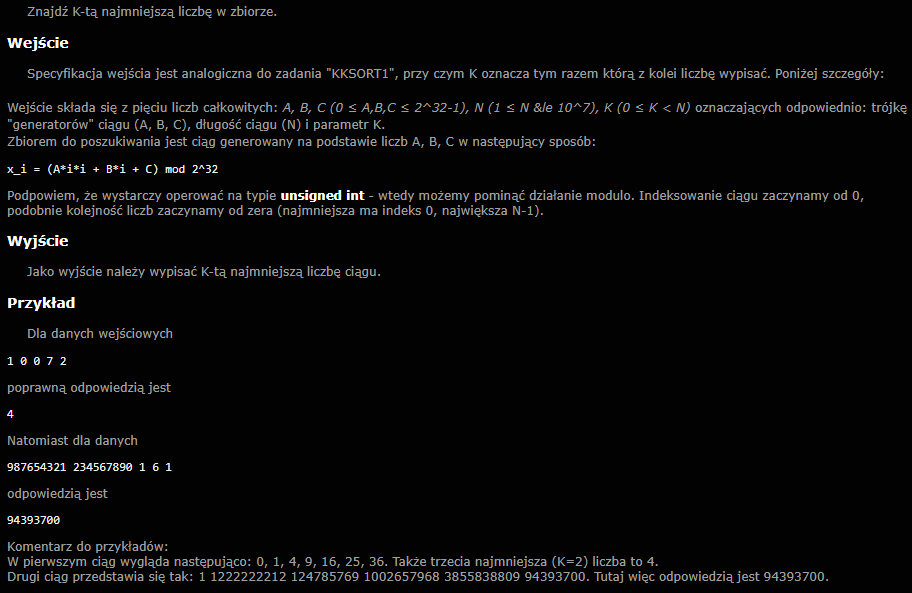
1. Lista 5 Wyszukiwanie
   * Wyszukiwanie binarne



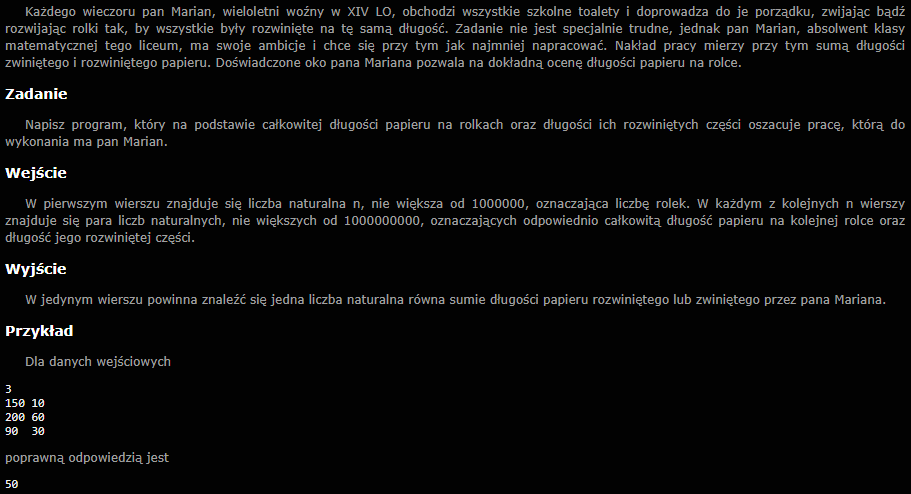
* + Upper bound



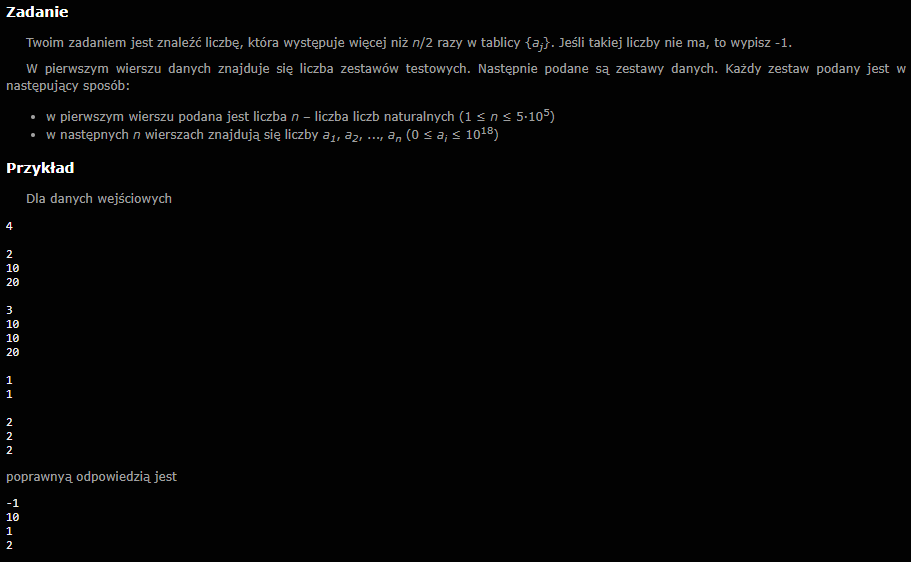
* + K-ty element



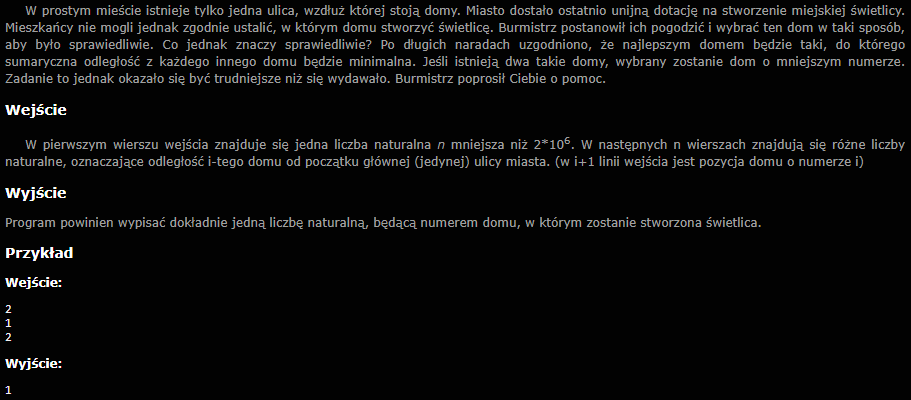
* + Ku przestrodze



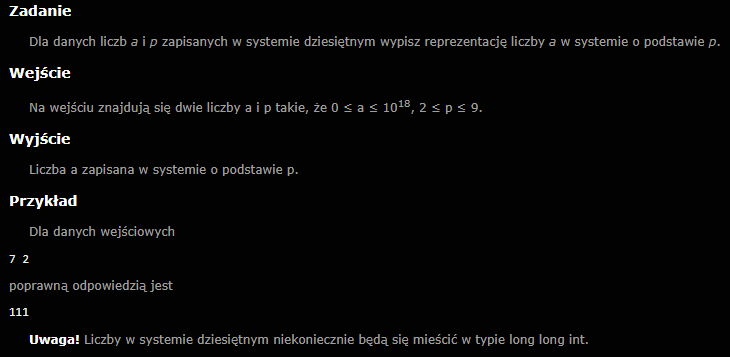
* + Lider



* + Oś liczbowa



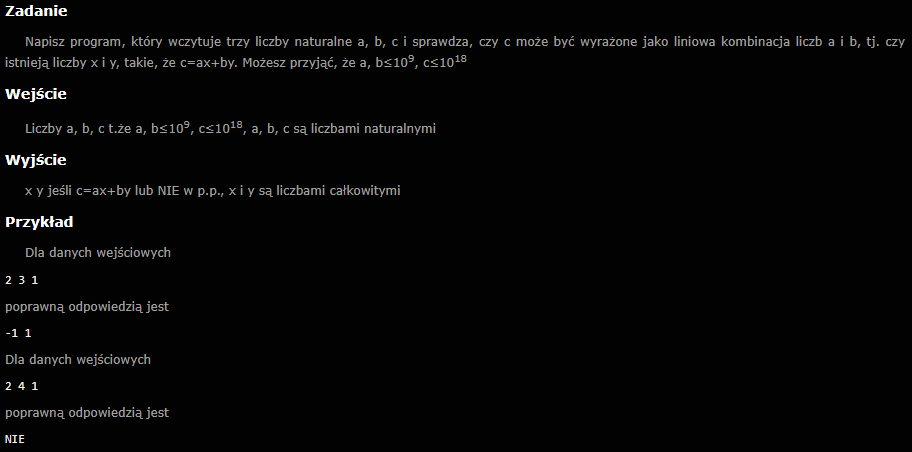
1. Lista 6 GCD i systemy liczenia
   * Zmiana liczby na system o podstawie p



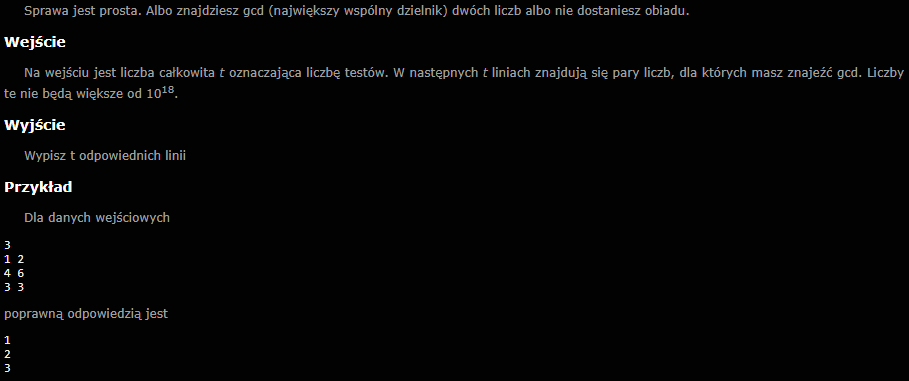
* + Największy wspólny dzielnik 3



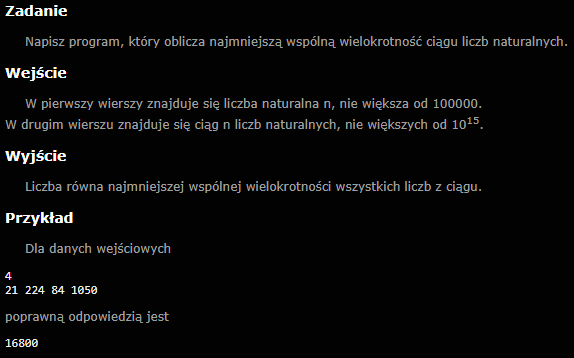
* + Rozszerzony algorytm Euklidesa



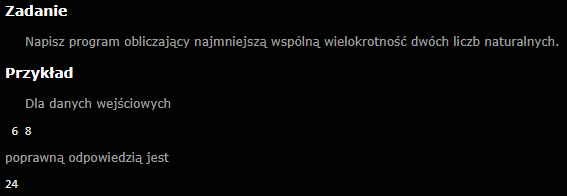
* + Największy wspólny dzielnik



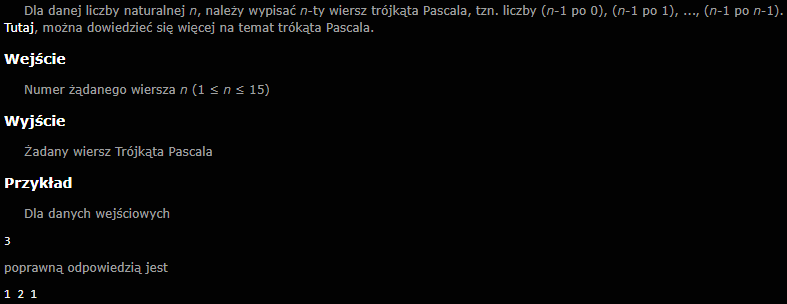
* + NWW wielu liczb



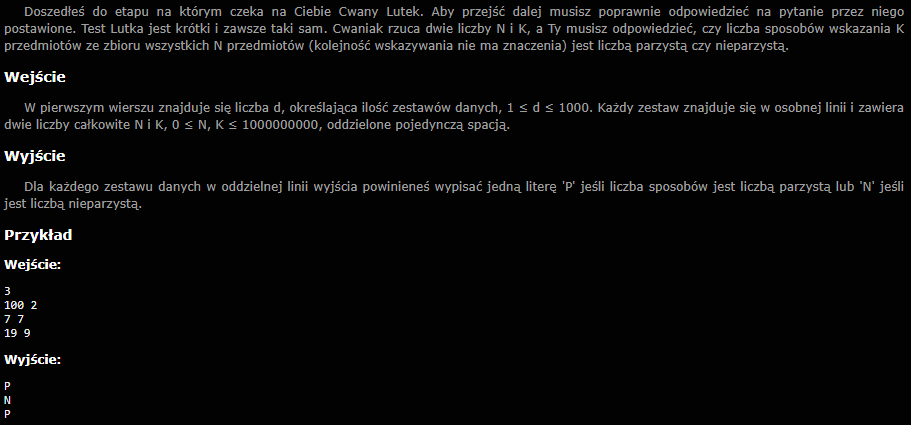
* + NWW



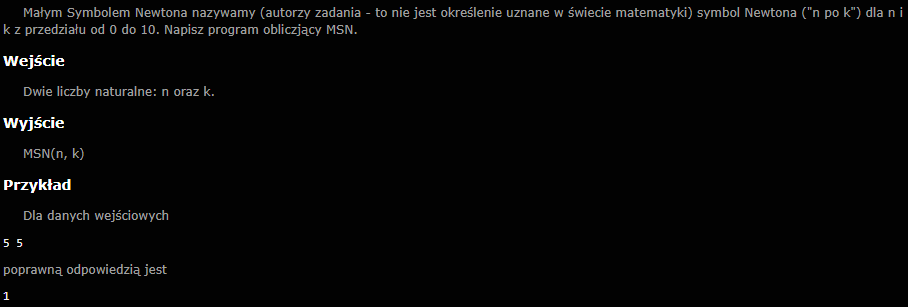
1. Lista 7 Trójkąt Pascala
   * Trójkąt Pascala



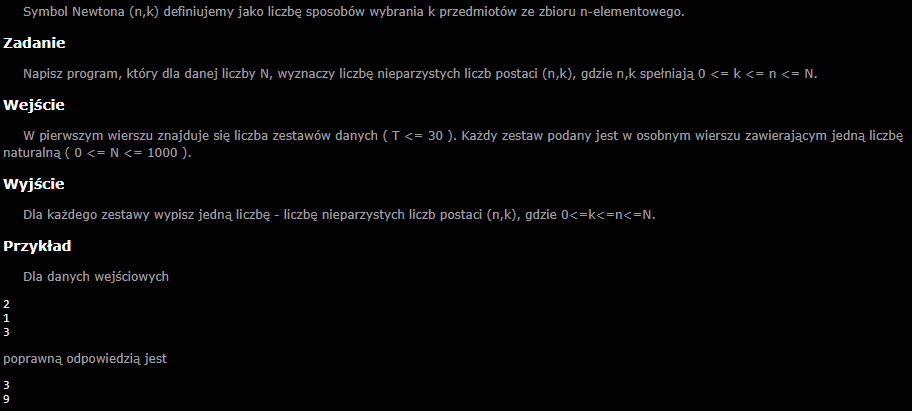
* + Cwany Lutek



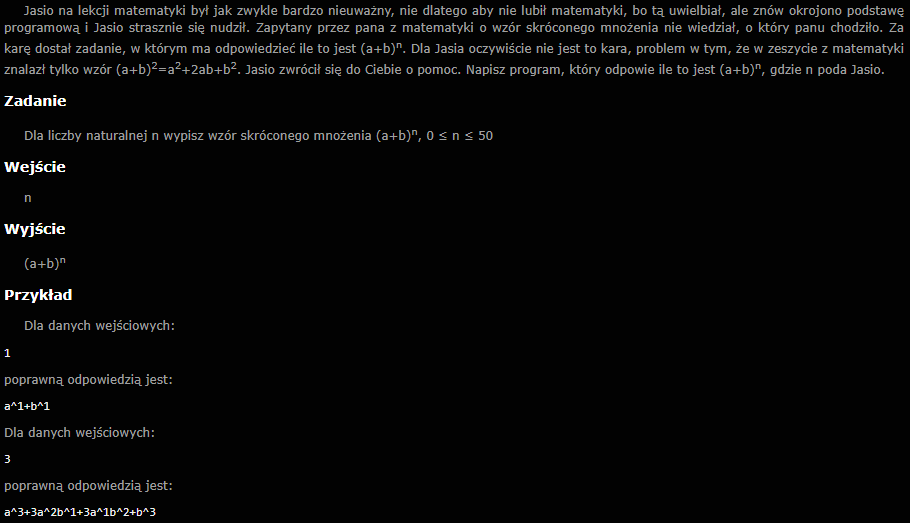
* + Mały Symbol Newtona (MSN)



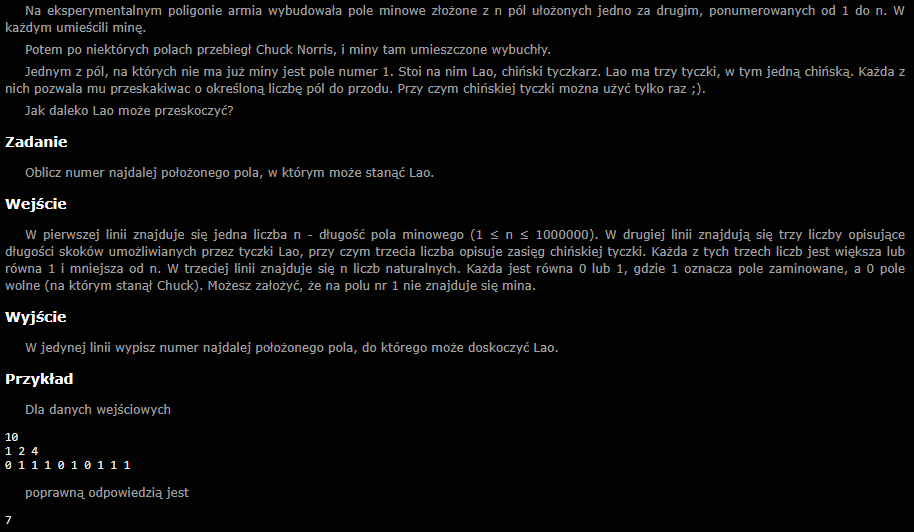
* + Symbol Newtona



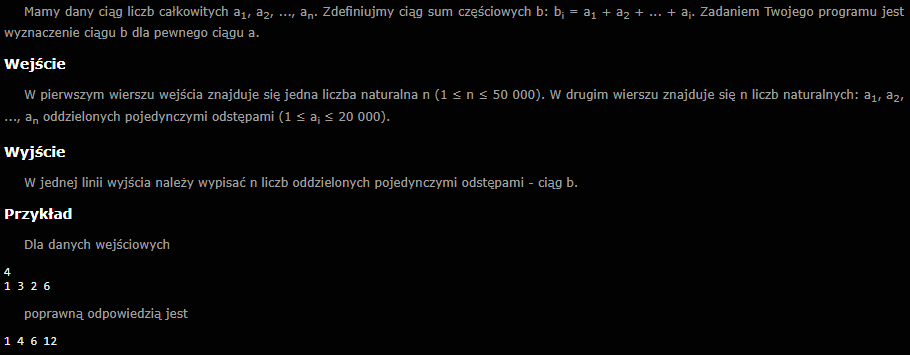
* + Wzór skróconego mnożenia



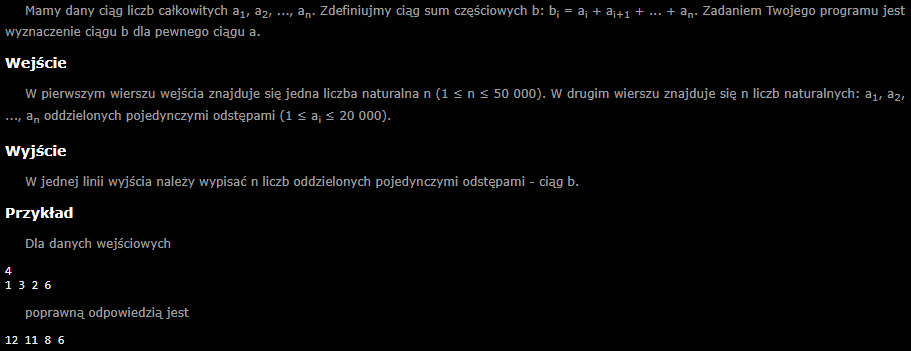
1. Lista 8 Programowanie dynamiczne I
   * Krajobraz po Chucku Norrisie



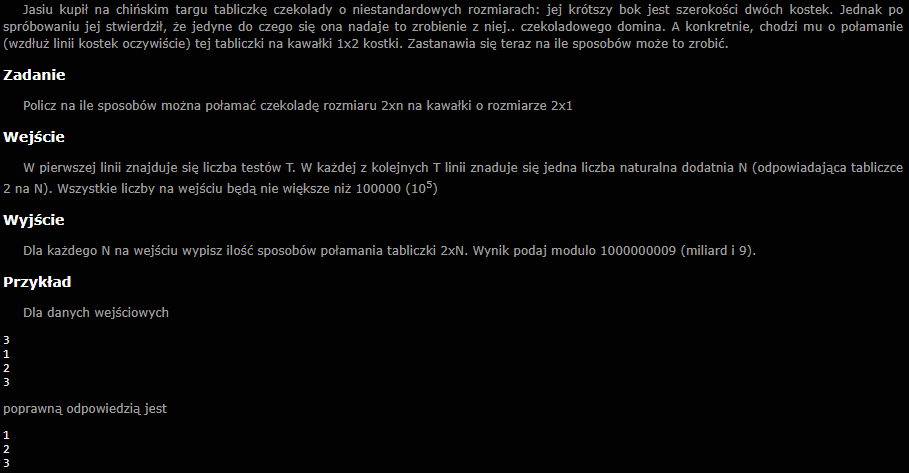
* + Sumy prefiksowe



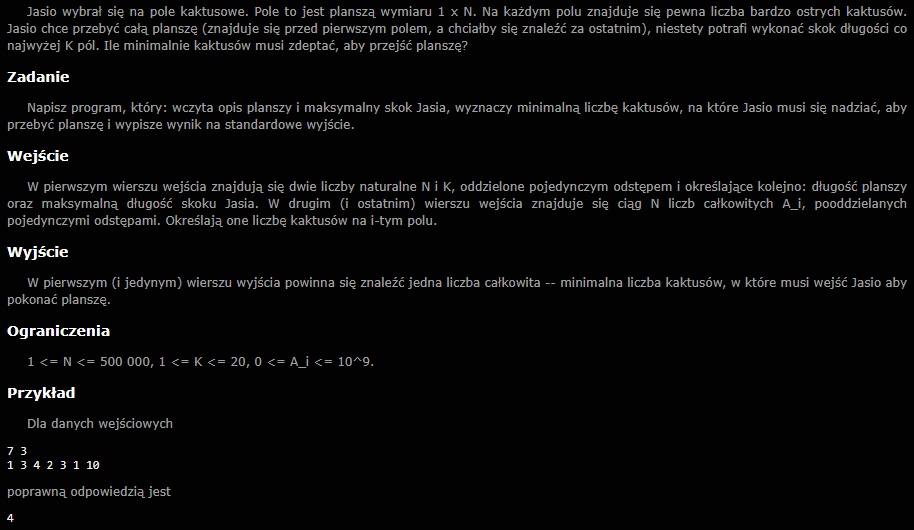
* + Sumy sufiksowe



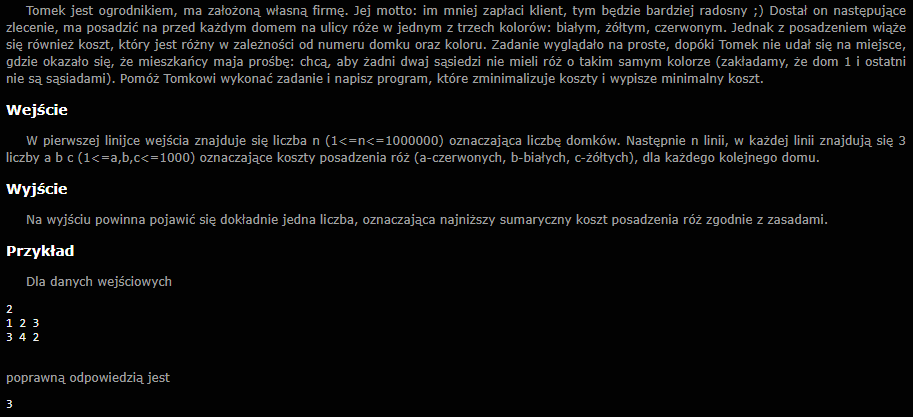
* + Czekoladowe domino



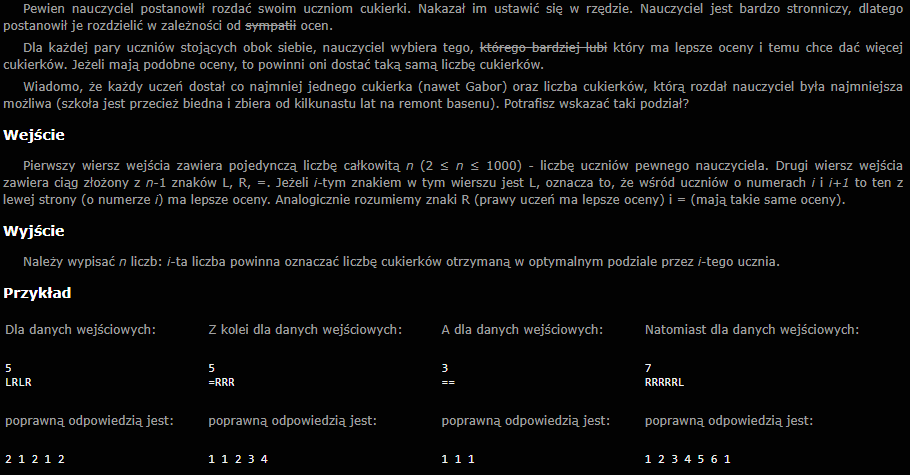
* + Kaktusy easy



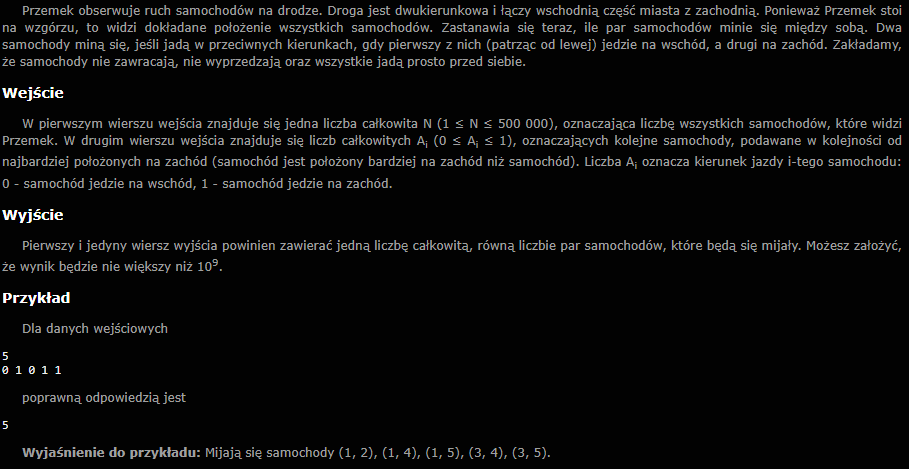
* + Róże



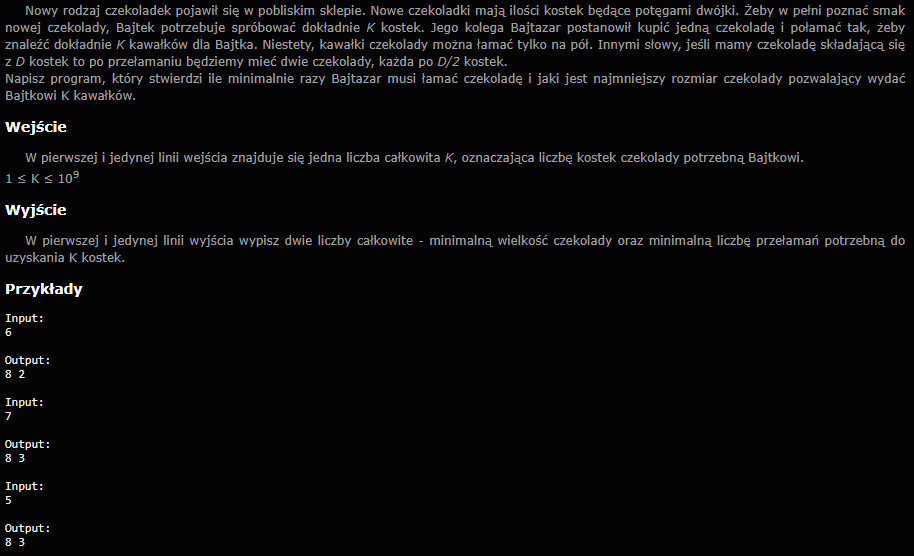
* + Niesprawiedliwy nauczyciel



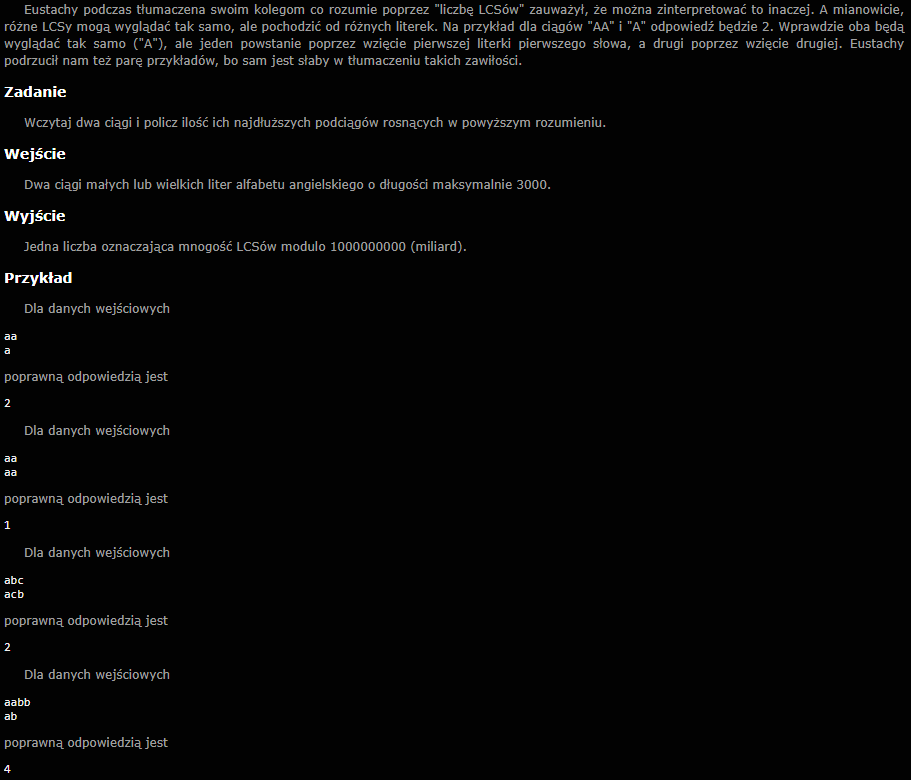
* + Samochody (easy)



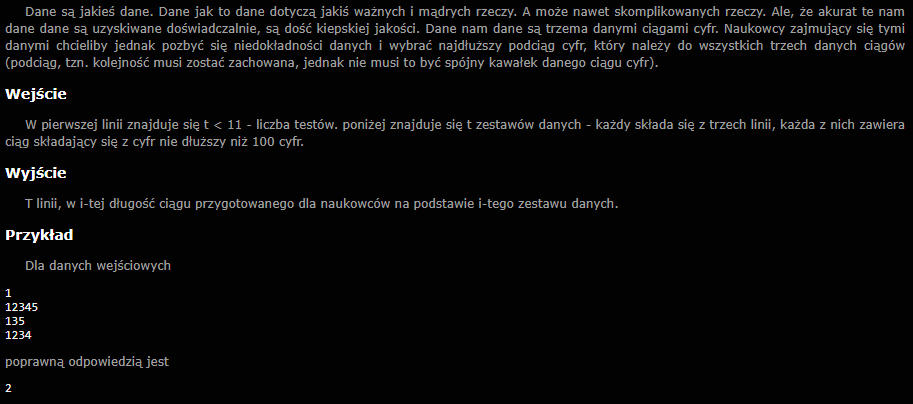
1. Lista 9 (Krzysiu prosił) Zadania dodatkowe
   * Czekolada



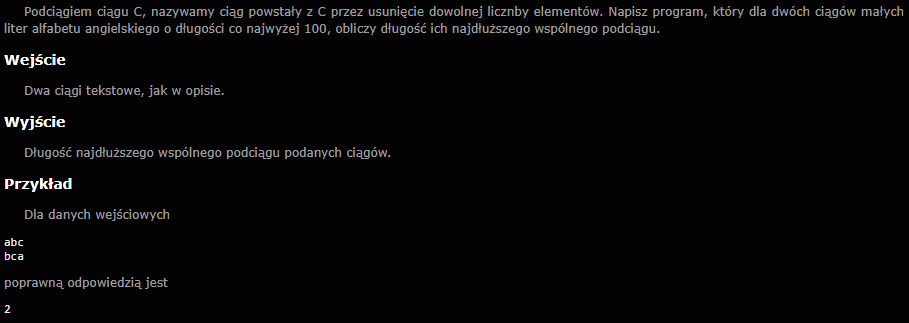
1. Lista 10 Programowanie dynamiczne II
   * Eustachy i LCSy dwa



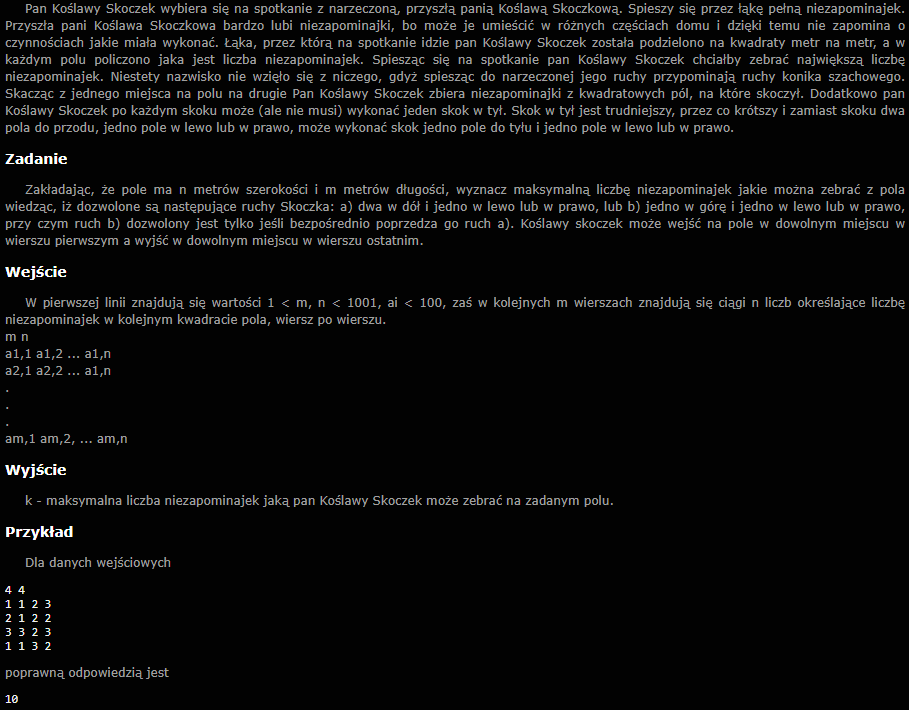
* + Szalone dane



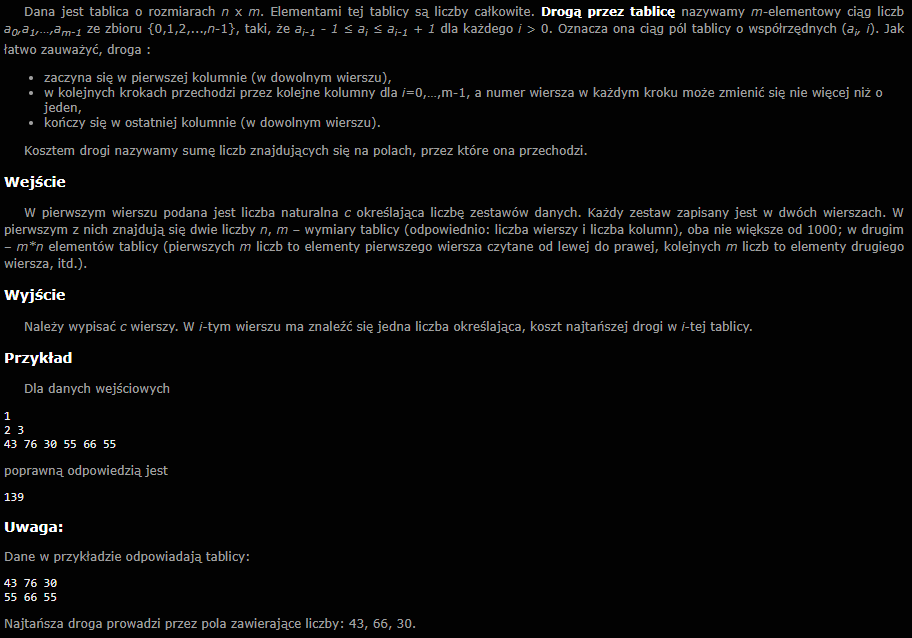
* + Najdłuższy wspólny podciąg



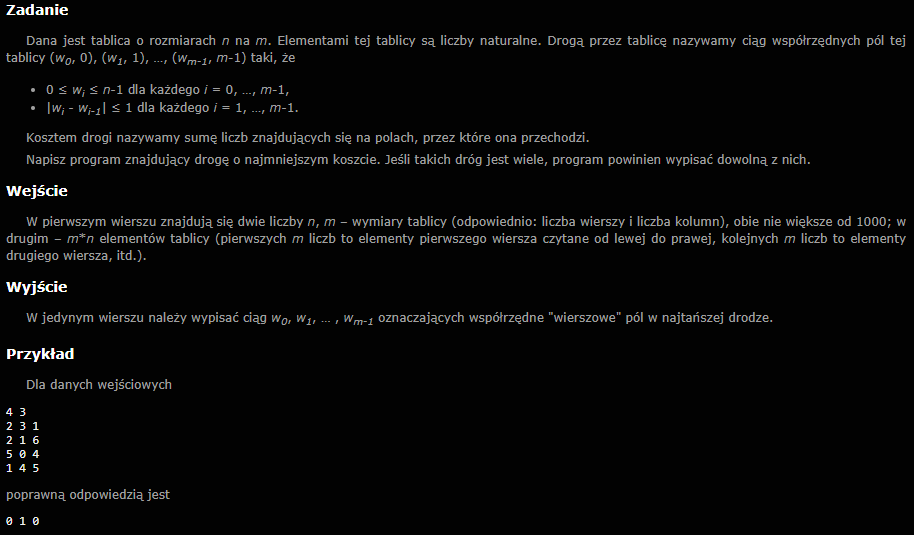
1. Lista 11 Programowanie dynamiczne III
   * Koślawy skoczek



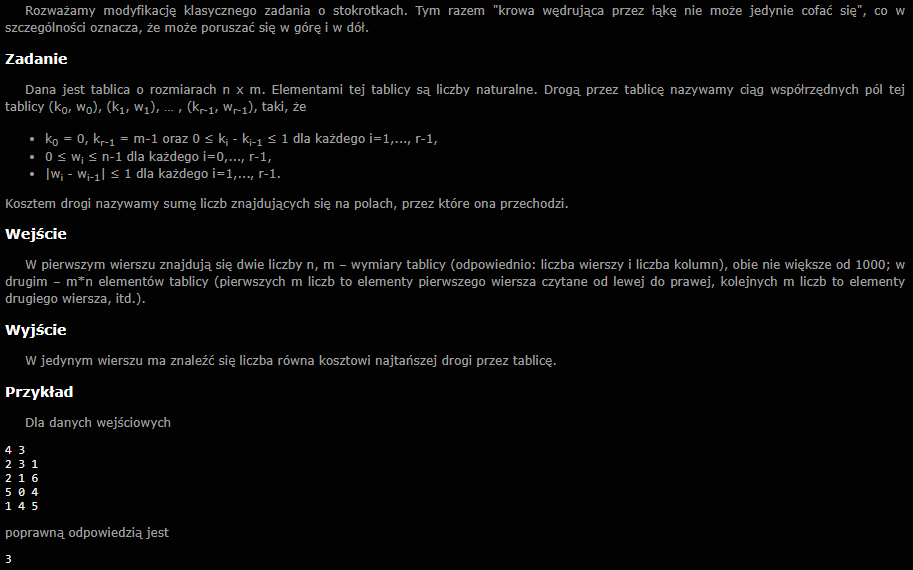
* + Stokrotki (STO)



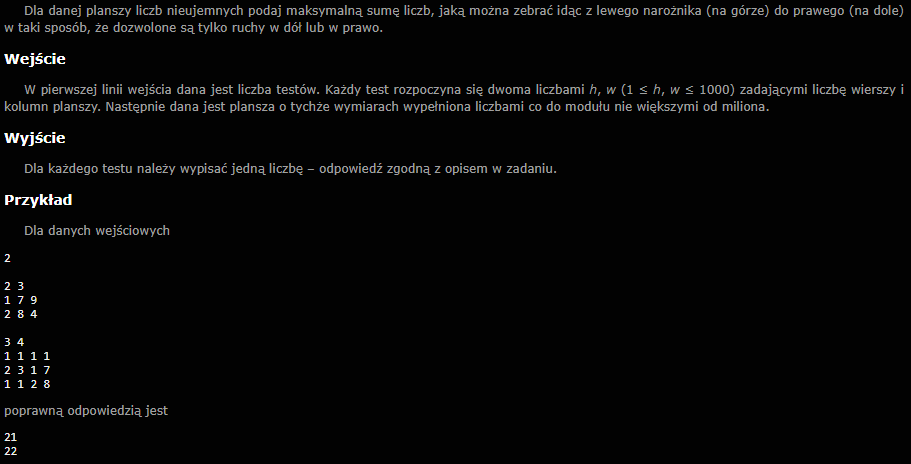
* + Stokrotki (trasa)



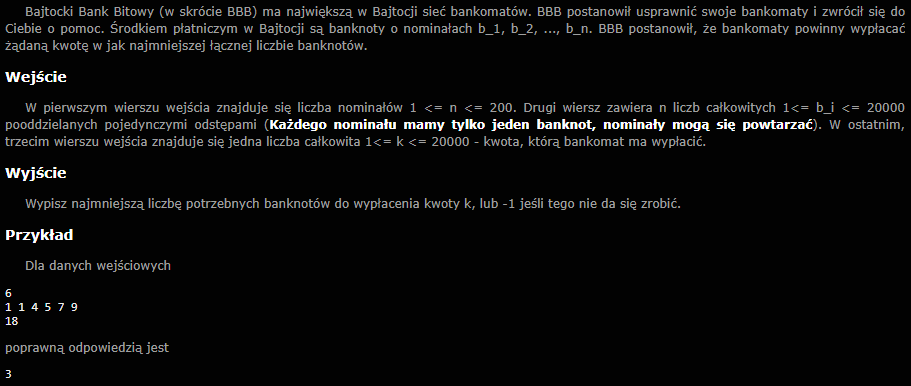
* + Stokrotki 3



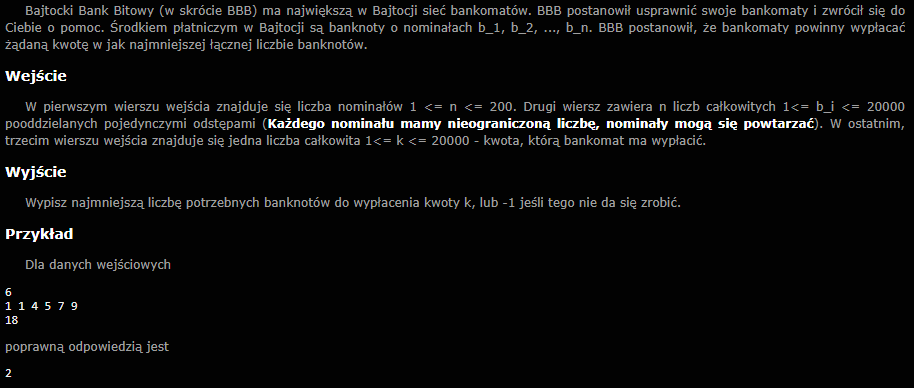
* + Stokrotki (STOKROTKI)



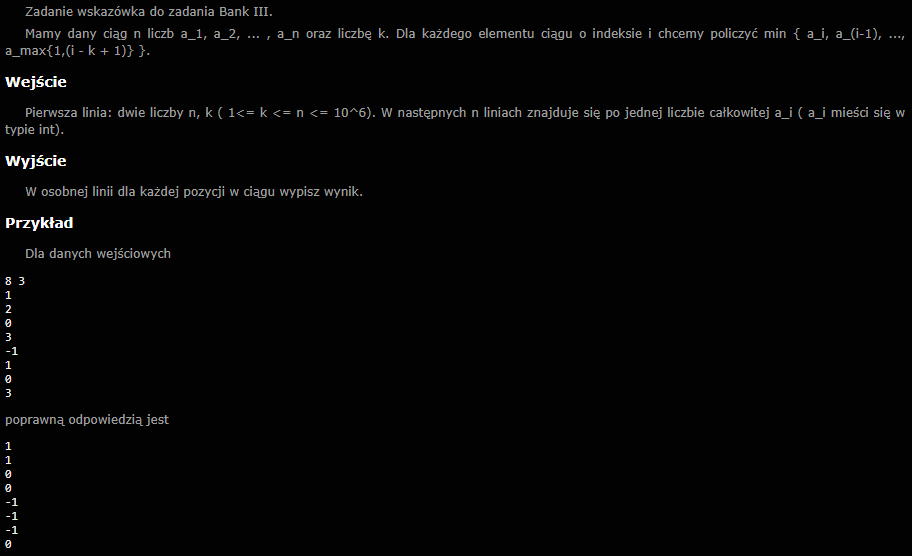
1. Lista 12 Programowanie dynamiczne IV
   * Banknoty I



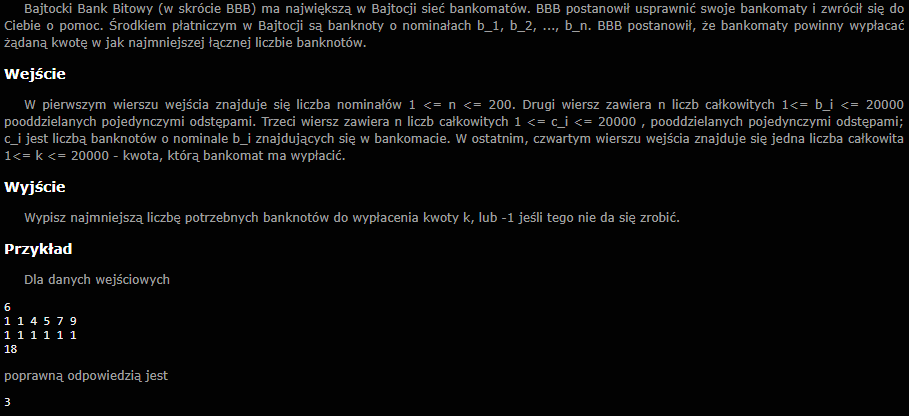
* + Banknoty II



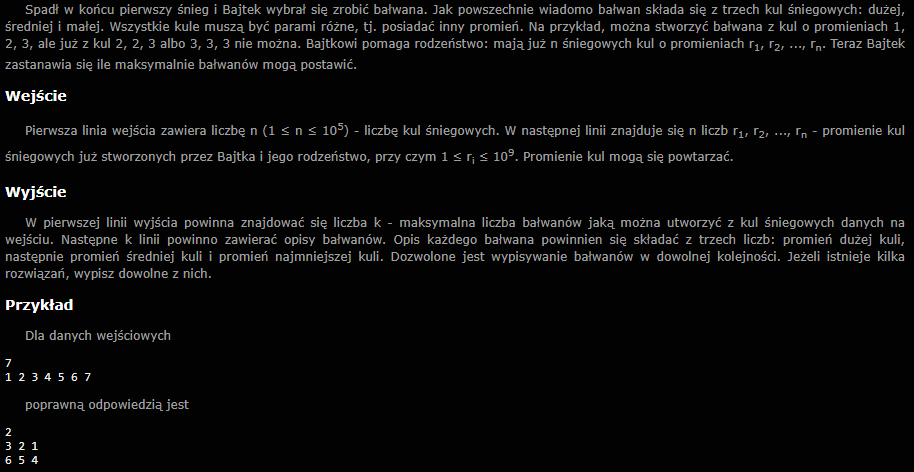
* + Banknoty II i ½



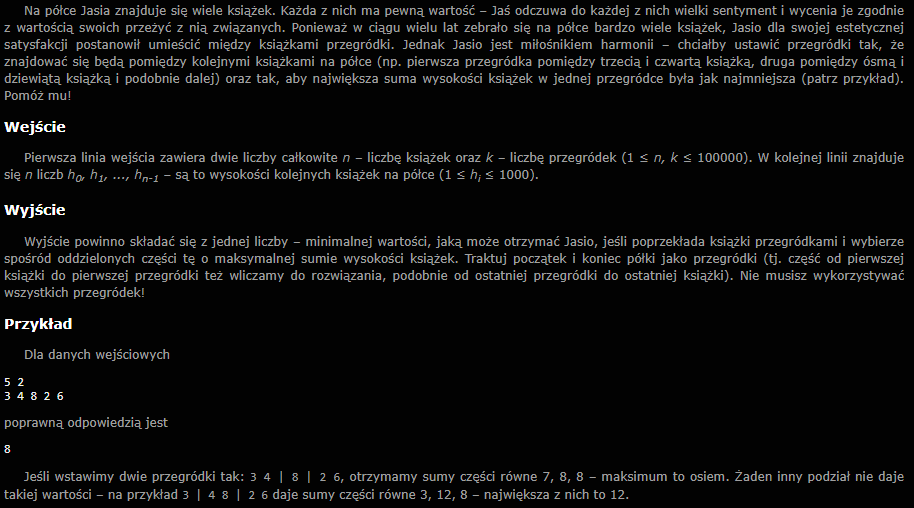
* + Banknoty III



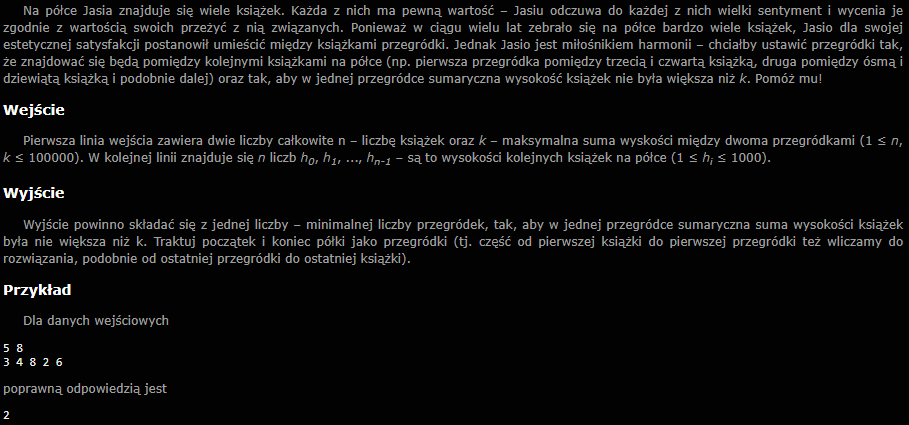
1. Lista 13 Zachłany
   * Bałwanki



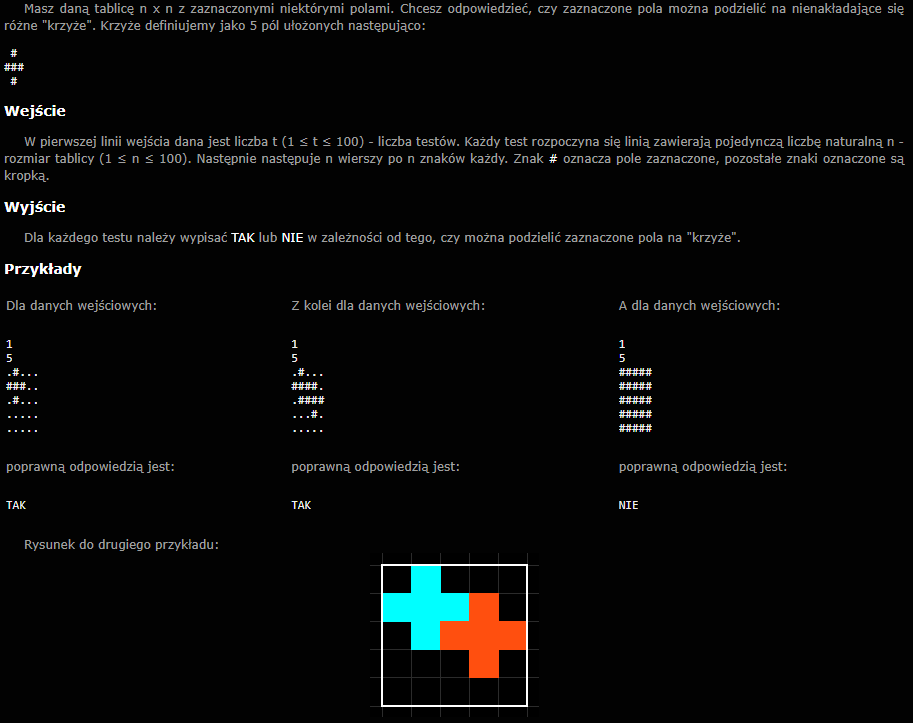
* + Książki na półce



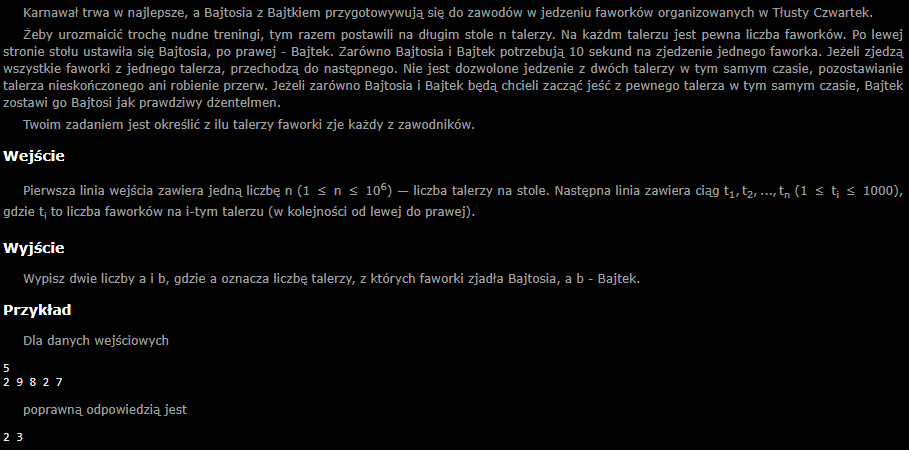
* + Książki na półce – odwrotnie



* + Malowanie krzyży



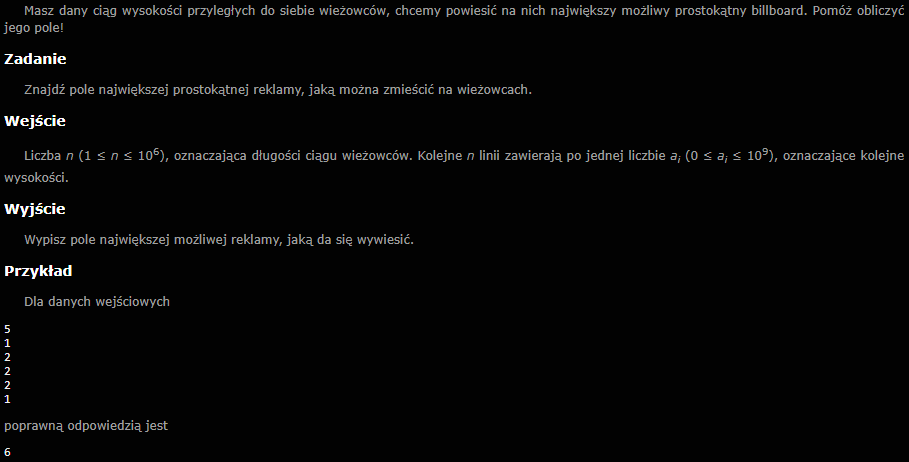
* + Faworki



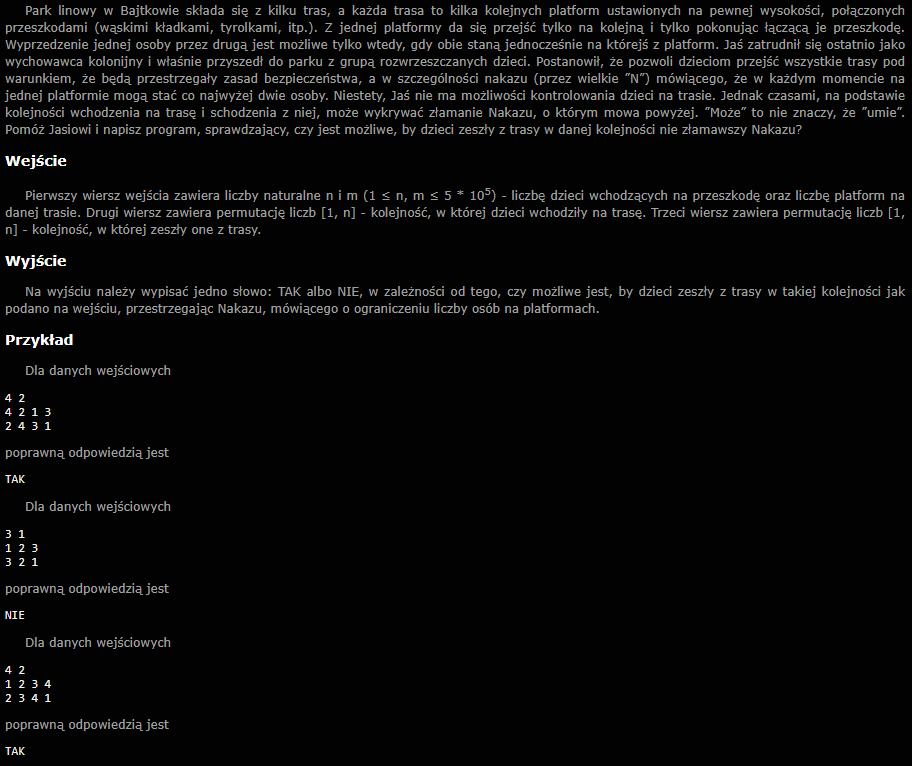
* + Długie wakacje



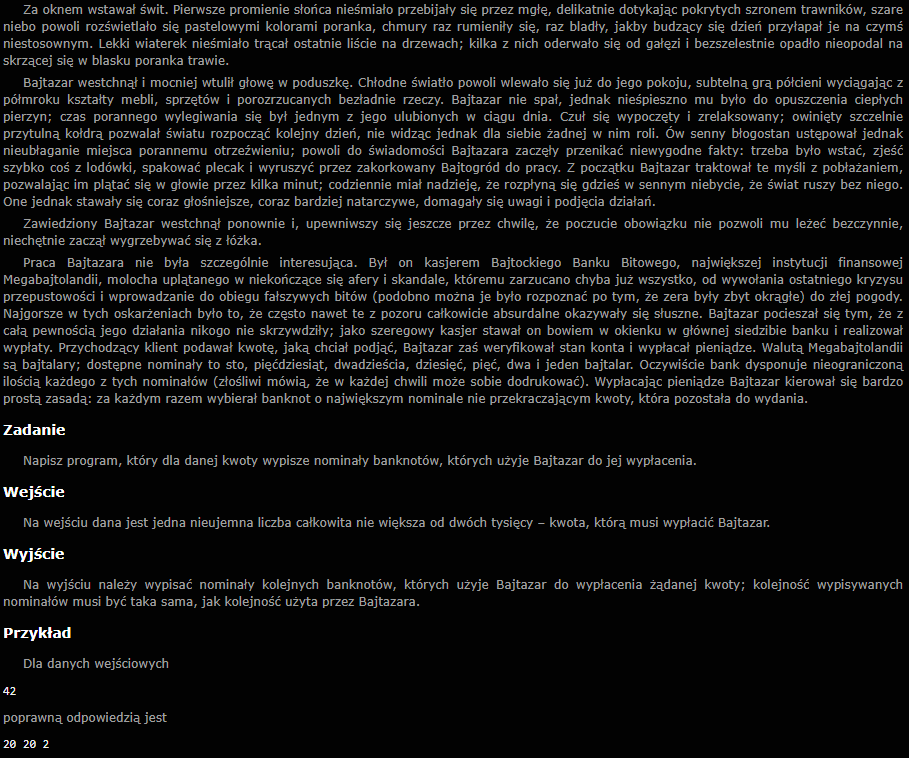
* + Największy prostokąt



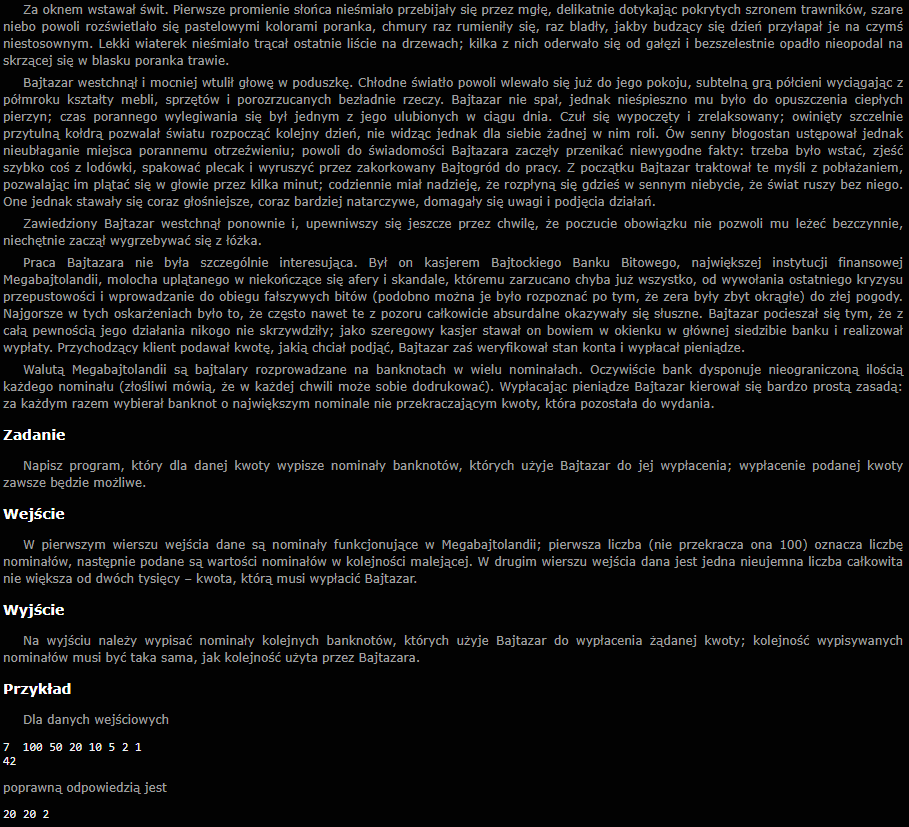
* + Park linowy



1. Lista 14 Zachłany XD
   * Zachłanny bankier 1



* + Zachłanny bankier 2



* + Zachłanny bankier 3



* + Zachłanny bankier 4



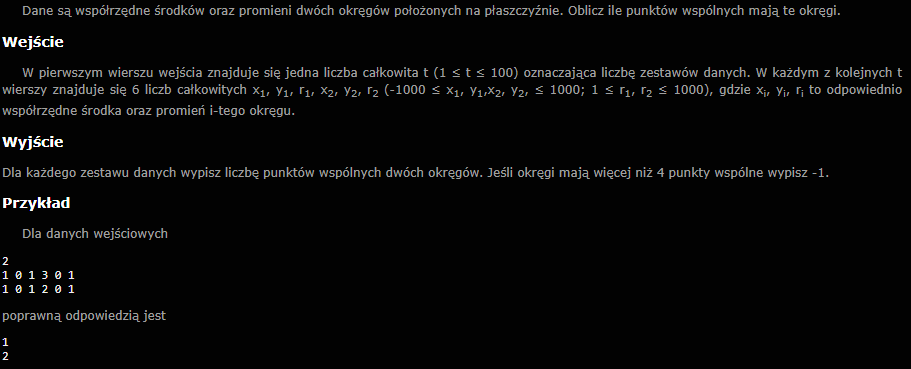
* + Zachłanny bankier 5



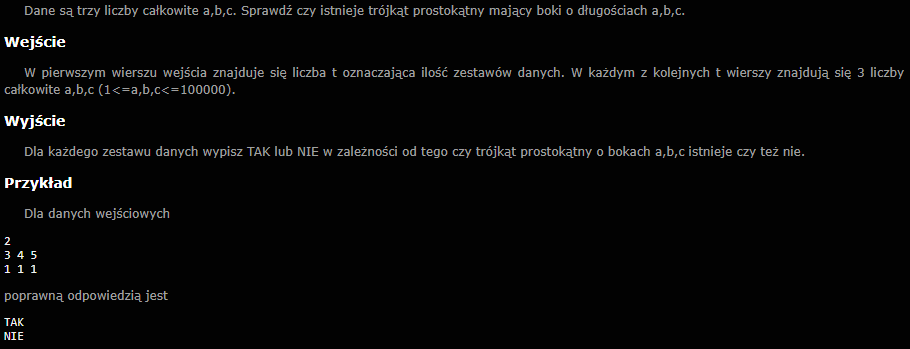
1. Lista 15 Na zamówienie (dodatkowa)
   * KRZYSIO



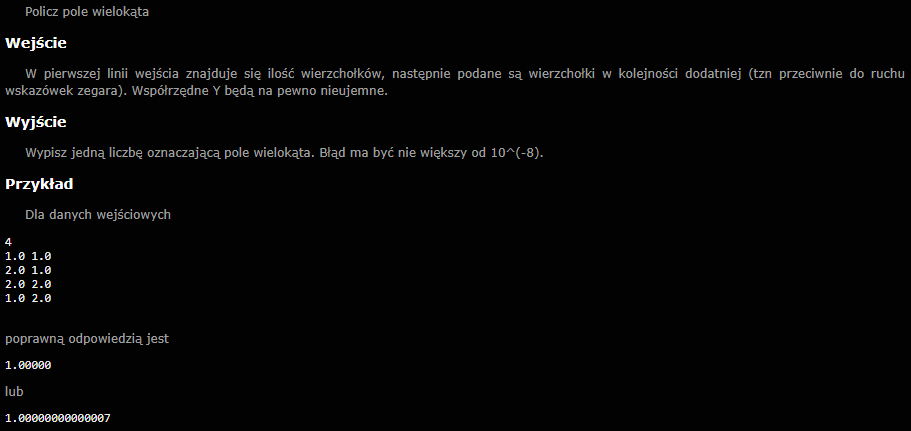
1. Lista 16 Geometria
   * Okręgi



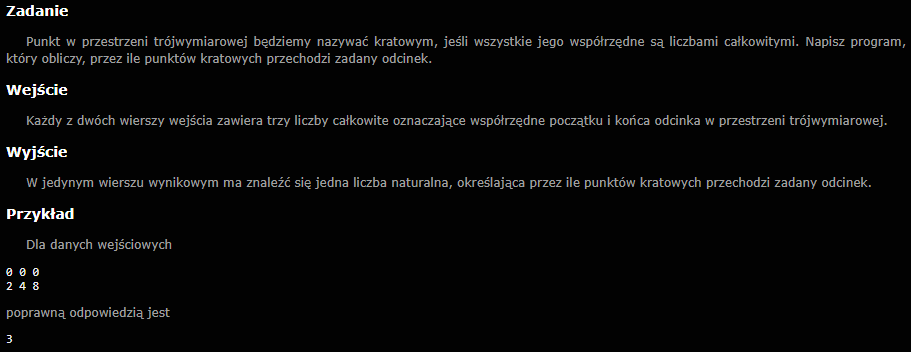
* + Trójkąt prostokątny



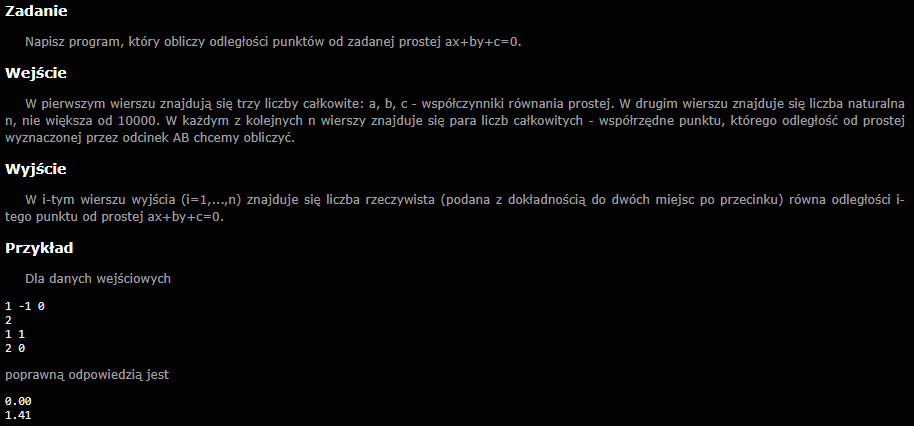
* + Pole wielokąta



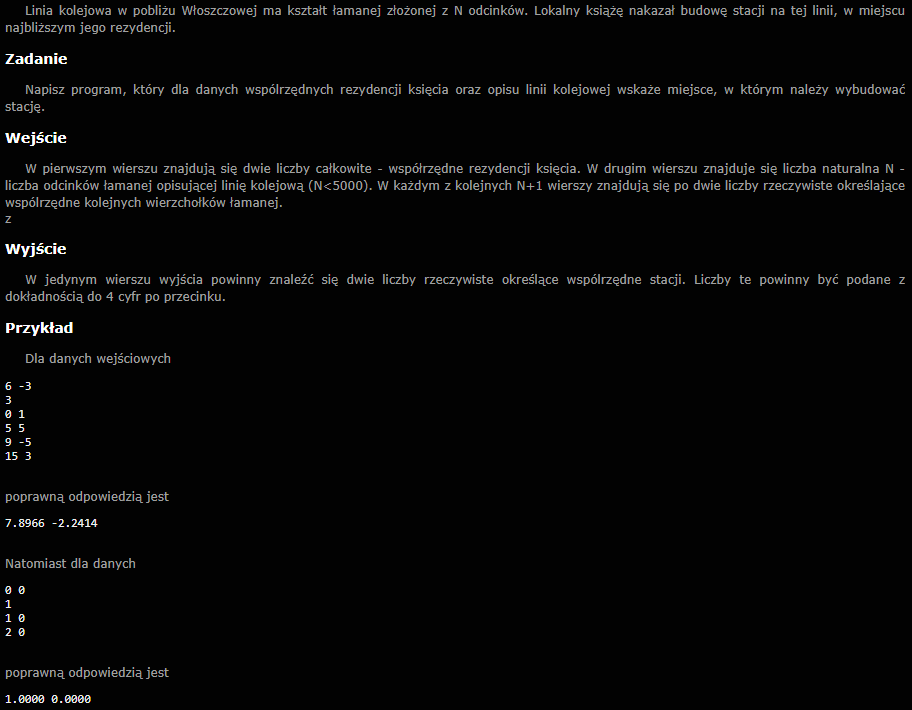
* + Zadanie z odcinkiem



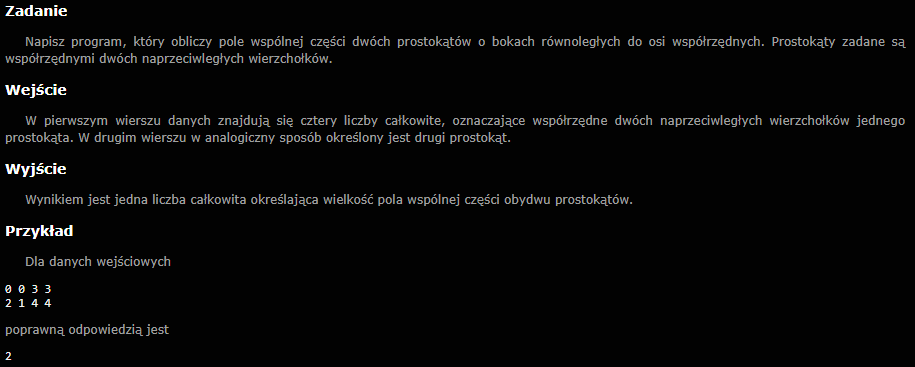
* + Odległość od prostej 1



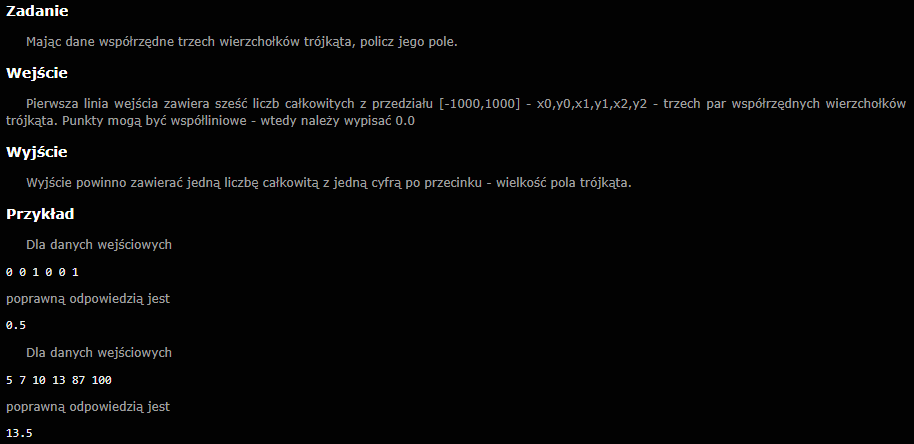
* + Włoszczowa



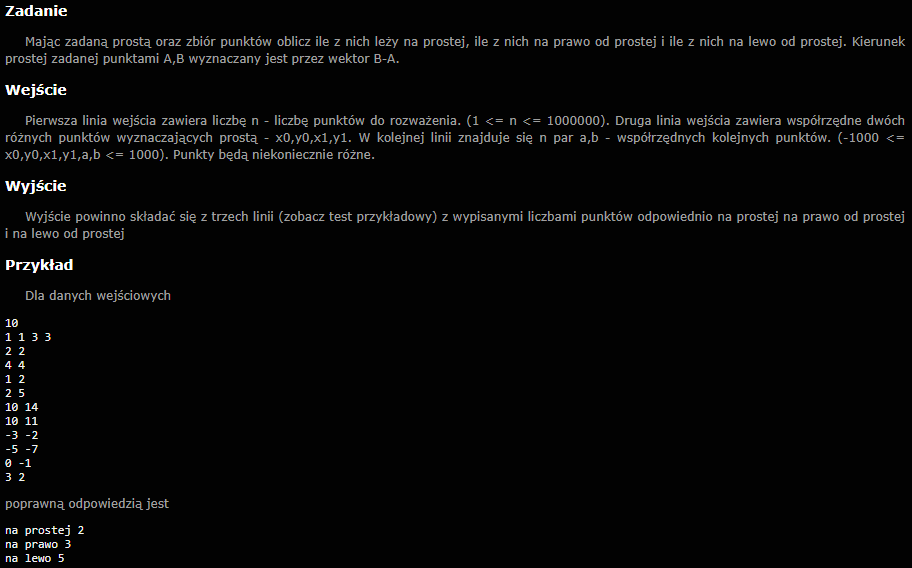
* + Prostokąty



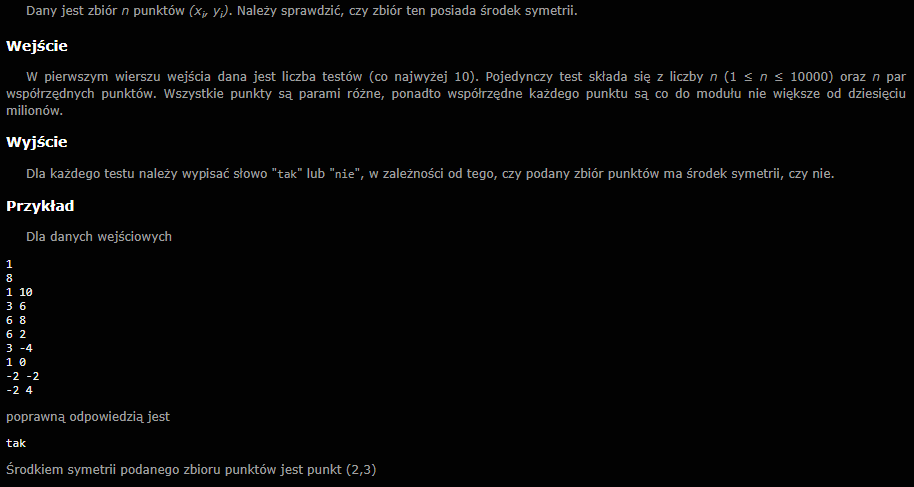
* + Pole trójkąta



* + Punkty względem prostej



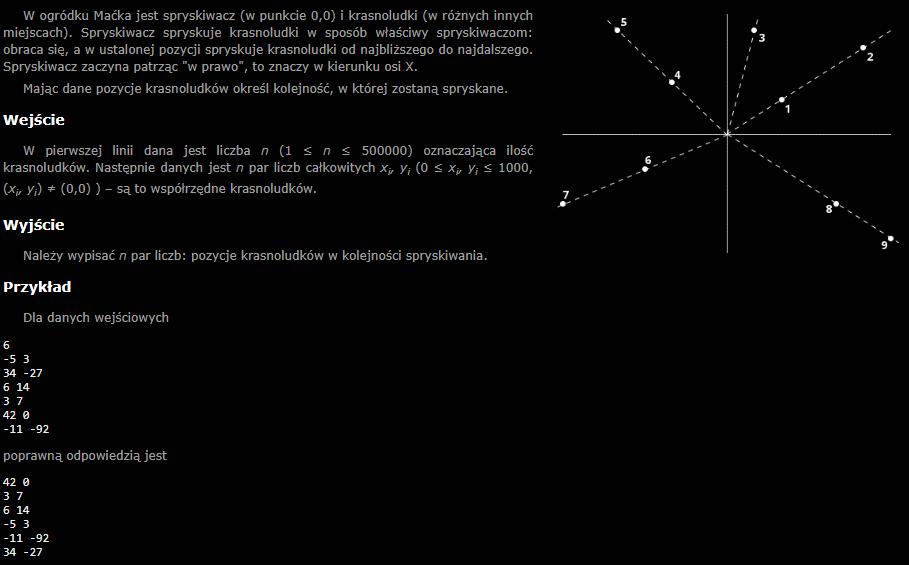
1. Lista 17 Geometria II
   * Środek symetrii



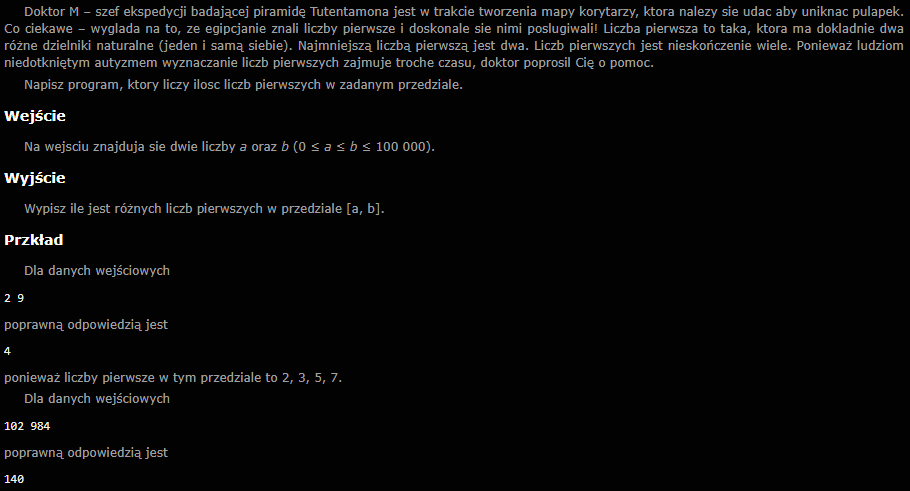
* + Przecinanie się odcinków



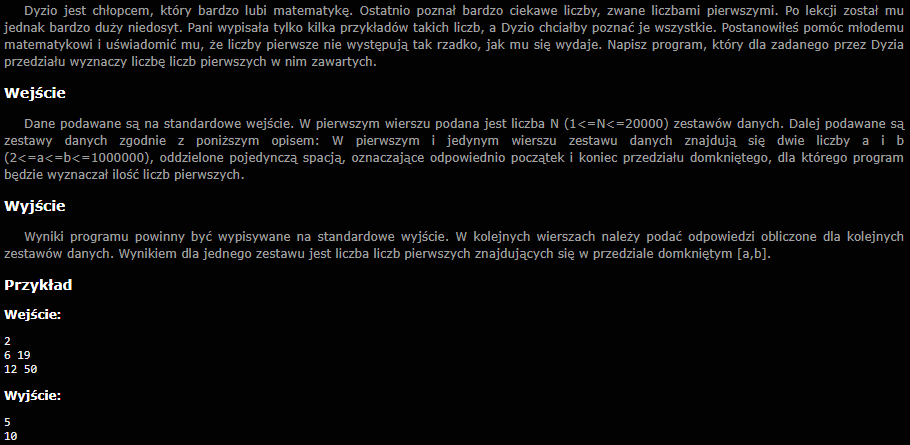
1. Lista 18 Geometria III
   * Spryskiwacz - gotowe



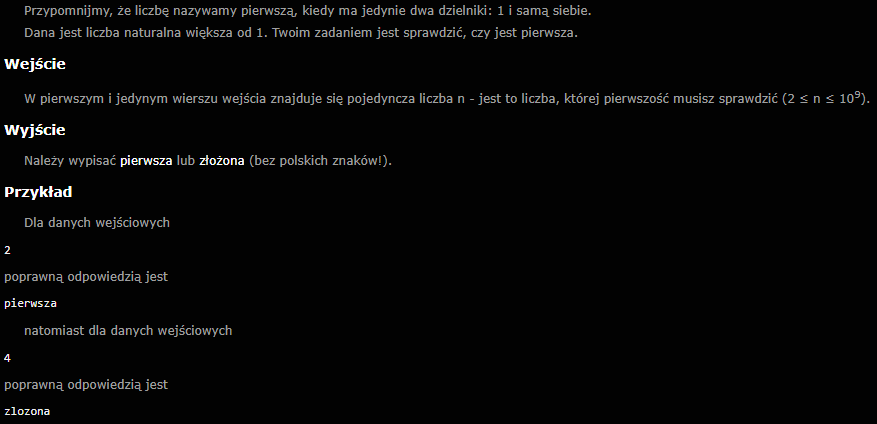
1. Lista 19 Testowanie pierwszości
   * Doktor M



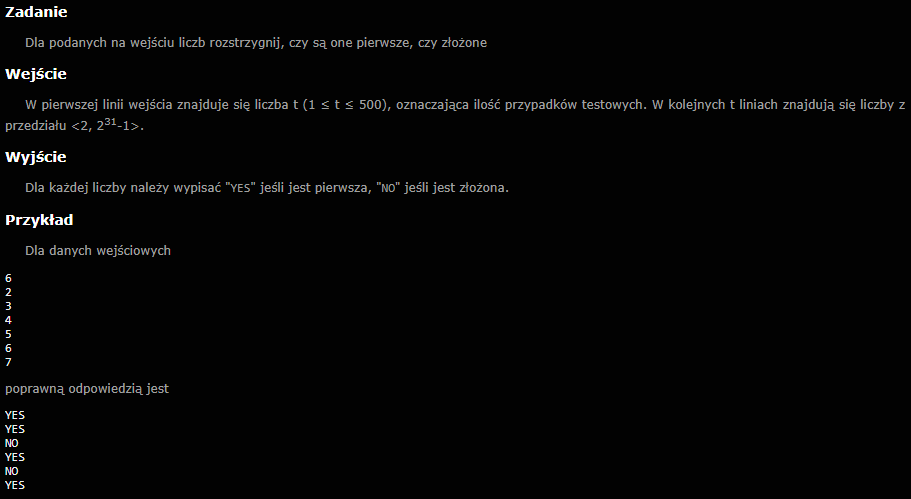
* + Dyzio



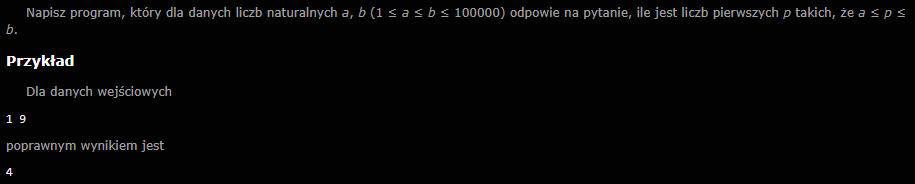
* + Czy jest pierwsza?



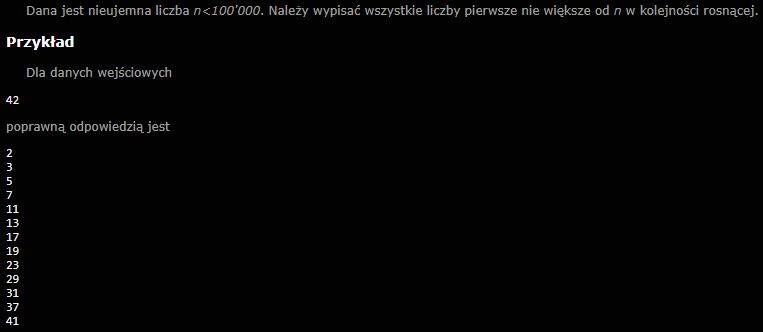
* + Czy jest pierwsza? (easy)



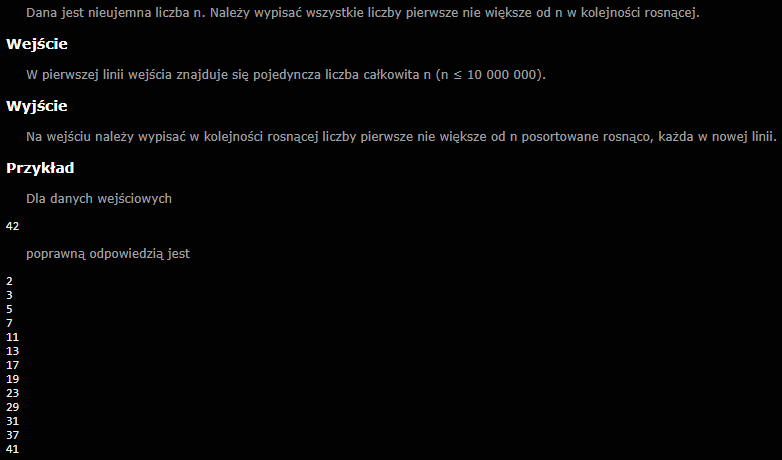
* + Liczby pierwsze w przedziale



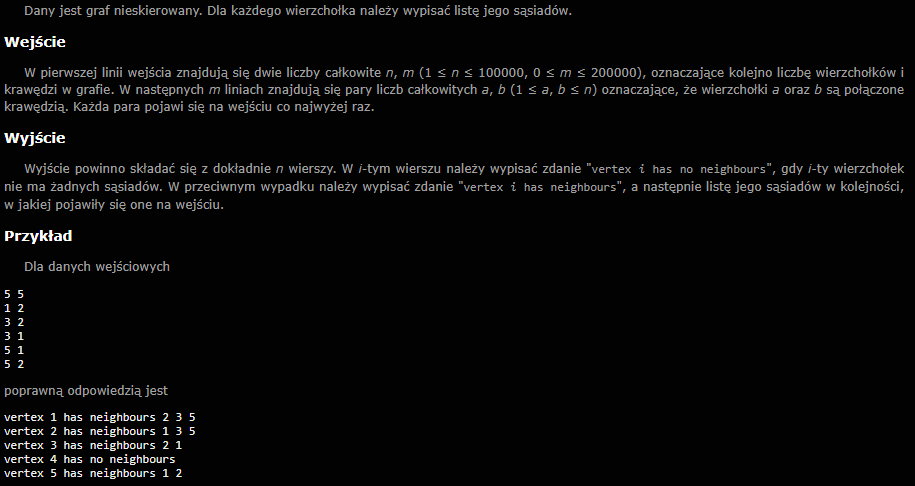
* + Nie za duże liczby pierwsze



* + Trochę większe liczby pierwsze



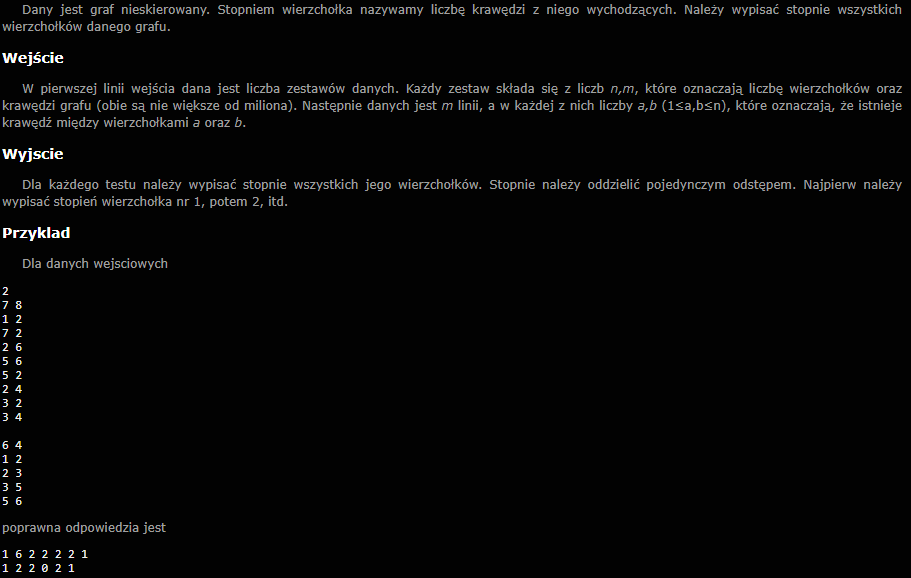
1. Lista 20 Grafy
   * Listowa reprezentacja grafu



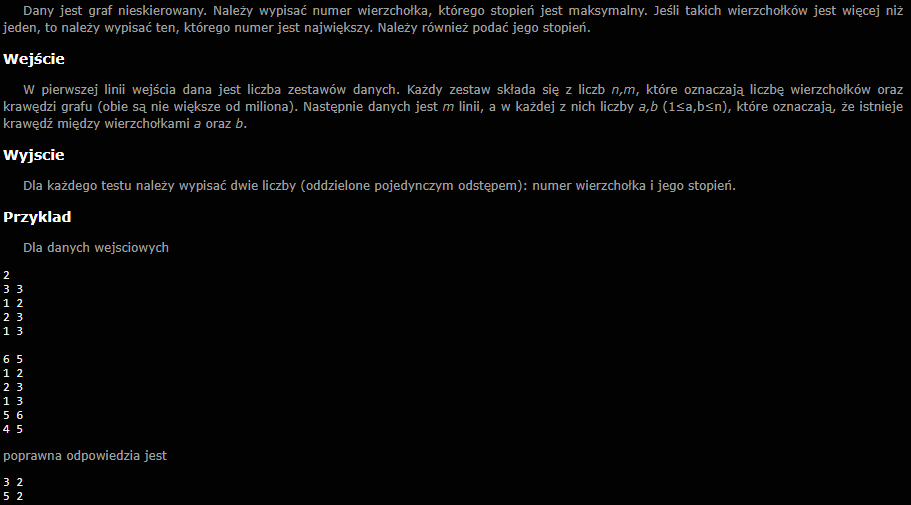
* + Macierzowa reprezentacja grafu



* + Stopnie wierzchołków



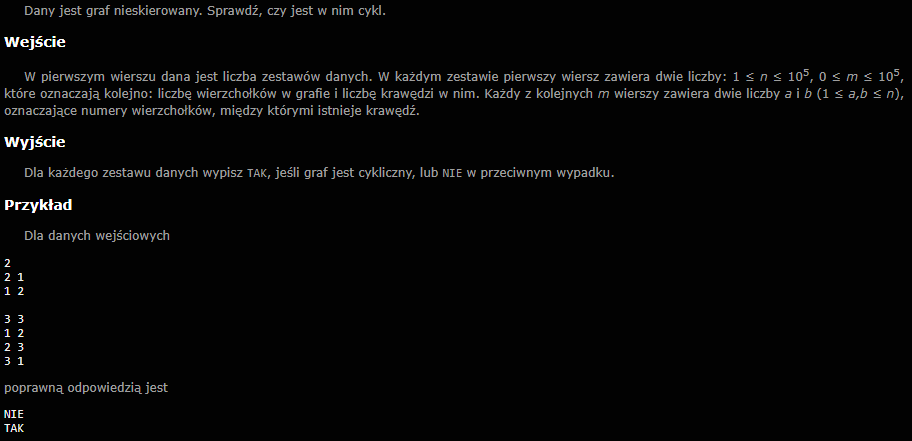
* + Maksymalny stopień wierzchołka



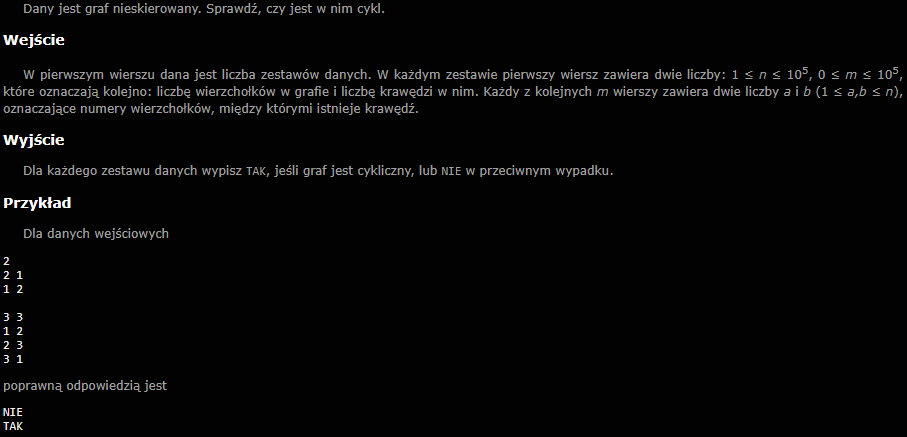
1. Lista 21 DFS
   * Światełka choinkowe



* + Spójność grafu



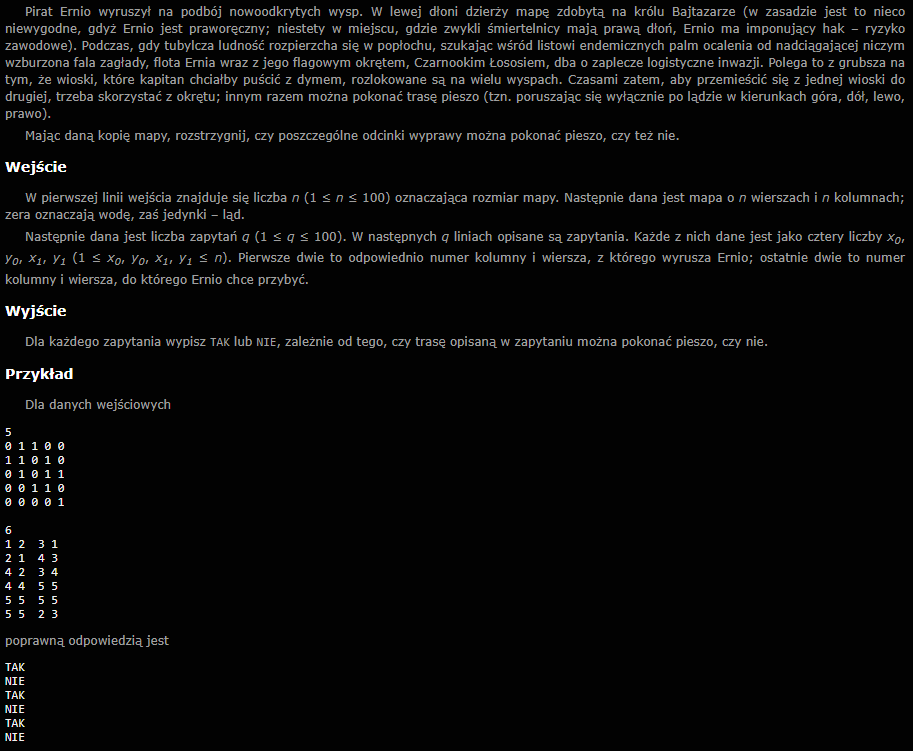
* + Cykle w grafie



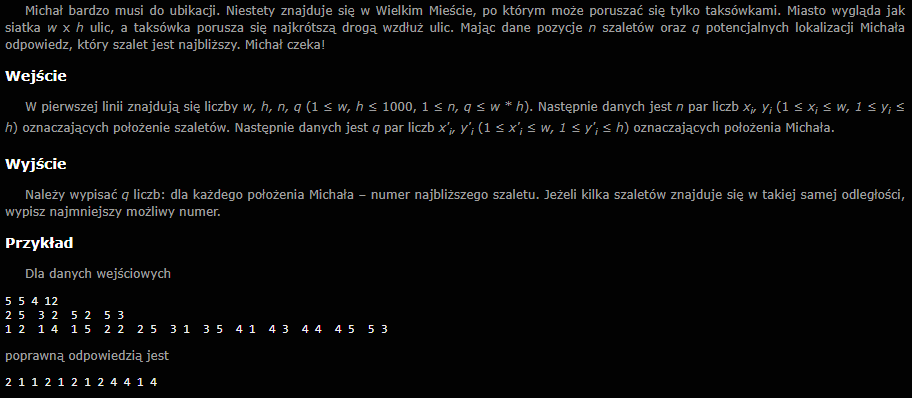
* + Zasyp jeziora



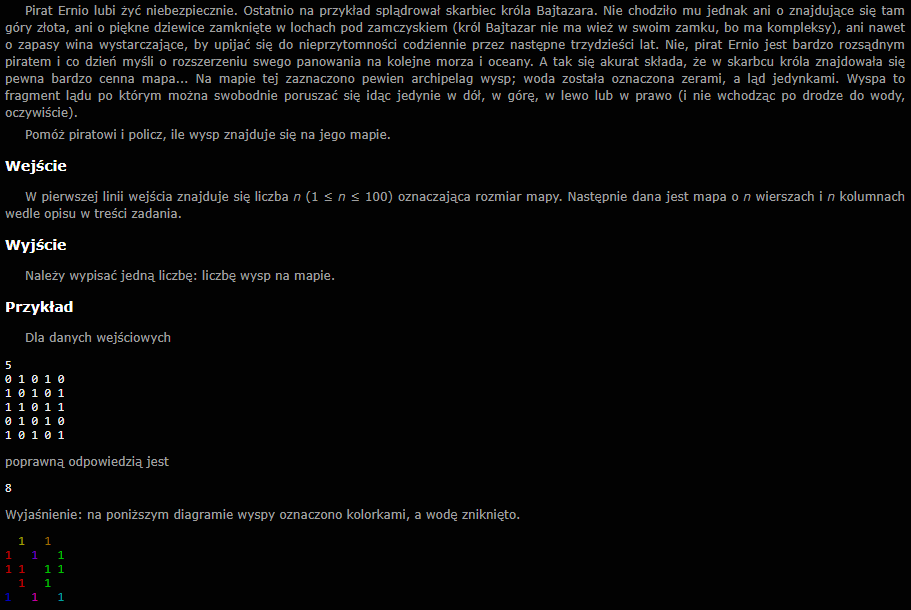
* + Ta sama wyspa



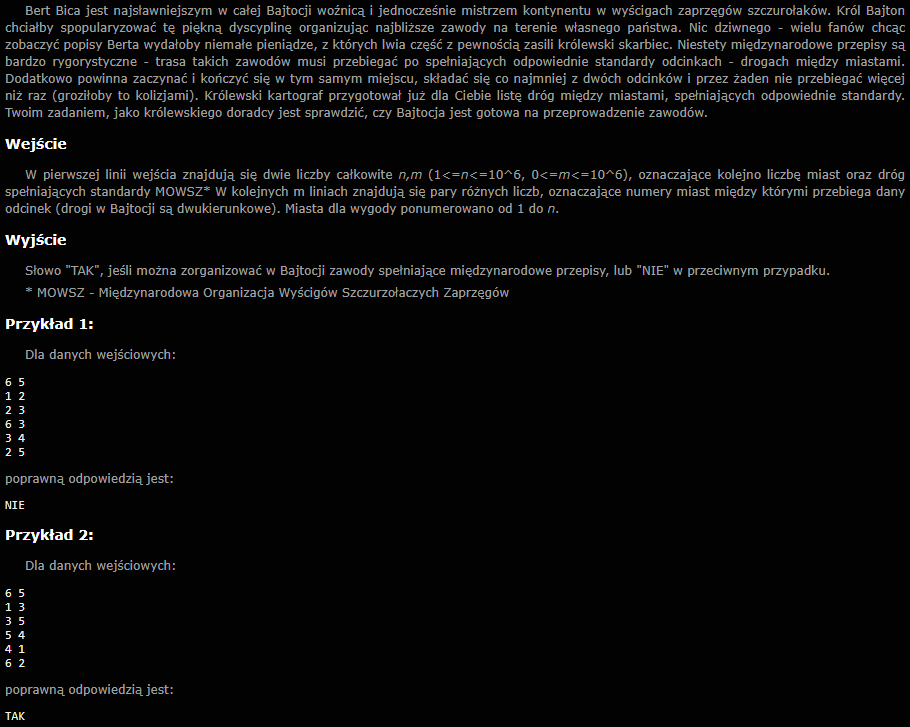
1. Lista 22 BFS
   * Najbliższy szalet (1)



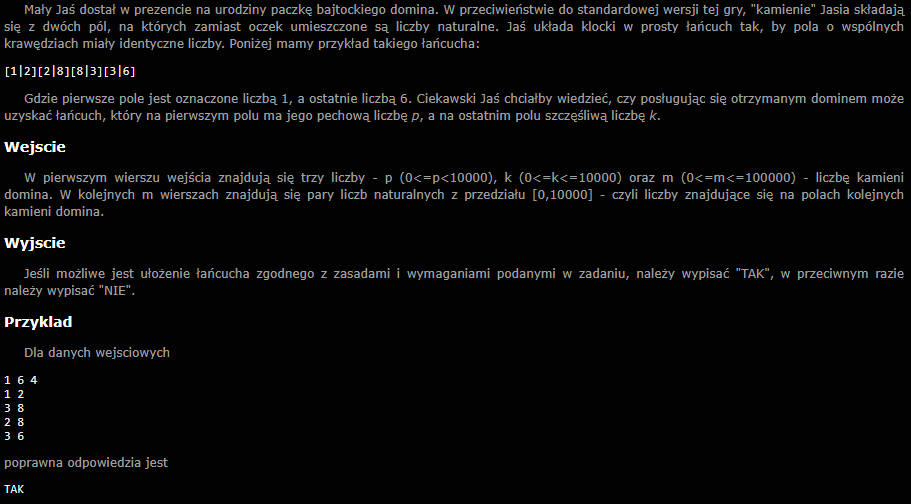
* + Policz wyspy



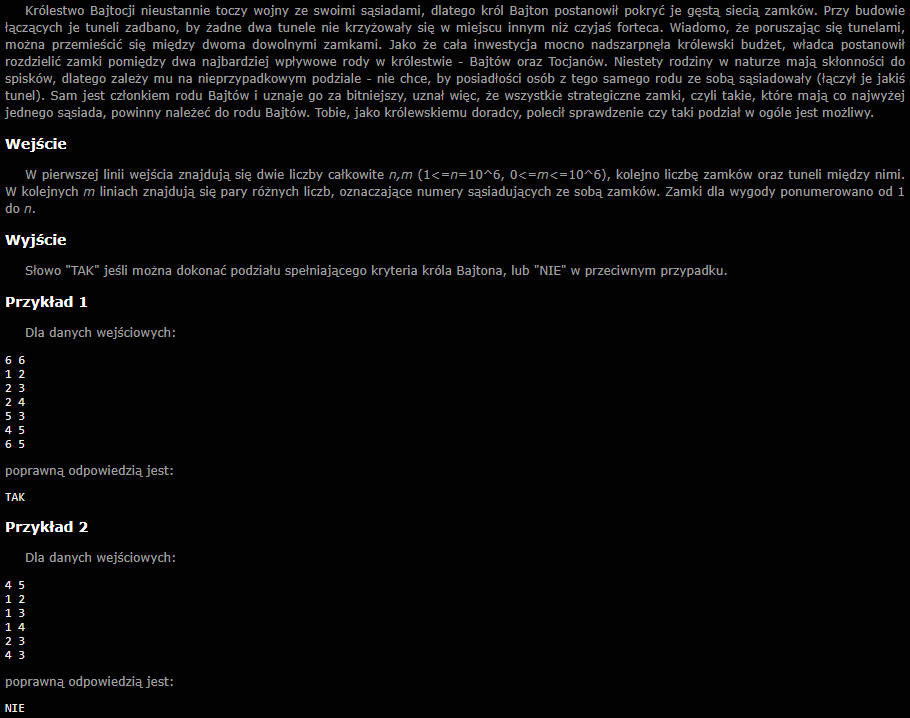
* + Bajtockie Wyścigi



* + Domino Jasia



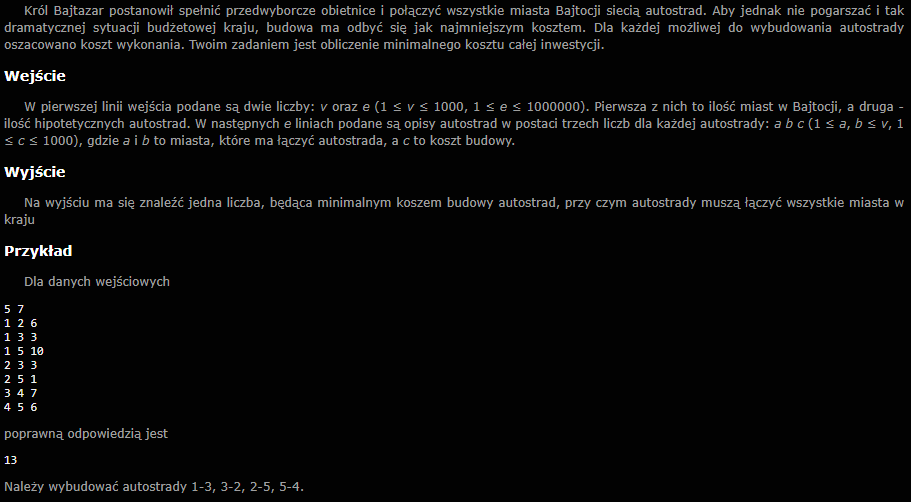
* + Zamki Bajtocji



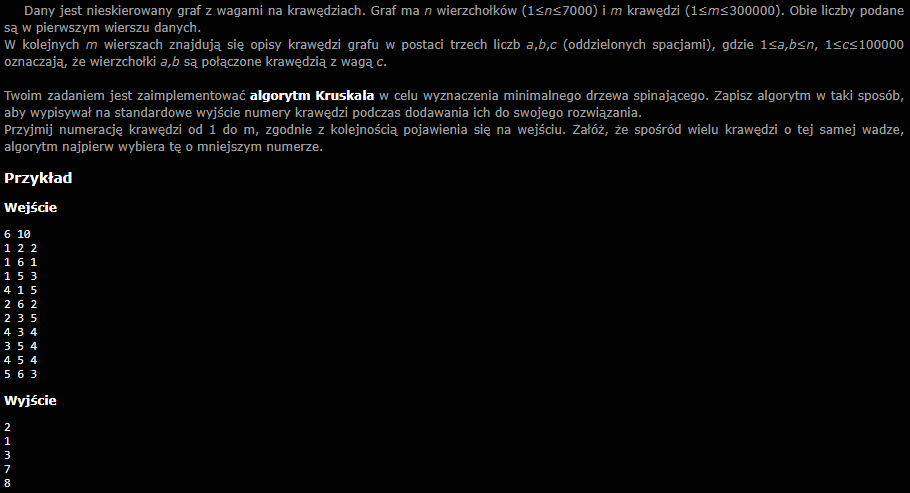
1. Lista 23 Mosty w grafie prostym
   * Mosty w grafie prostym



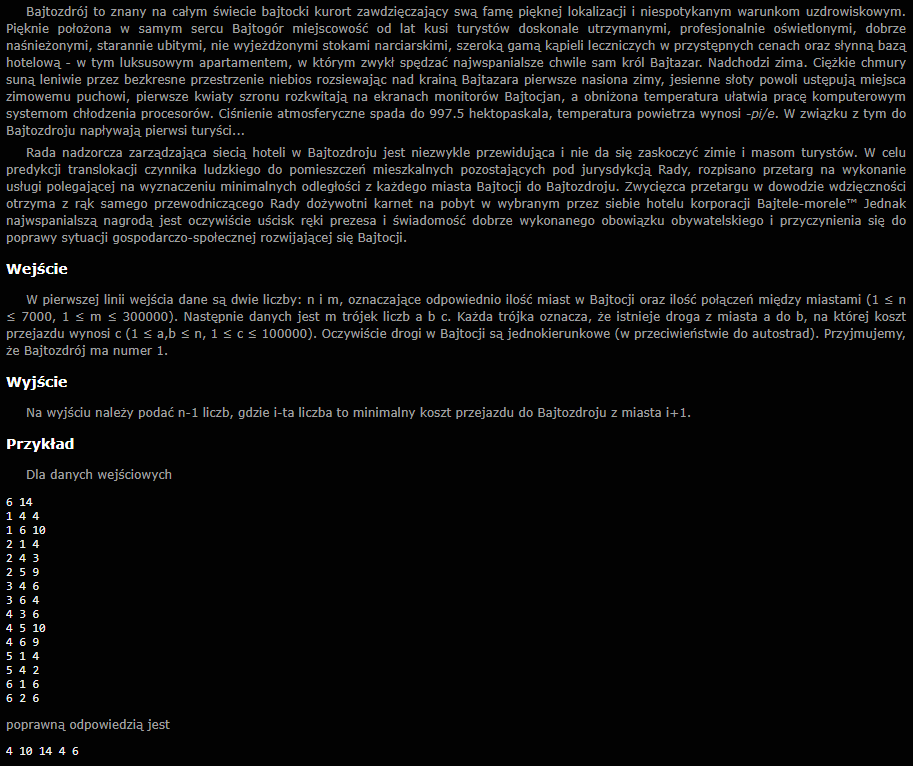
1. Lista 24 MST
   * Autostrady



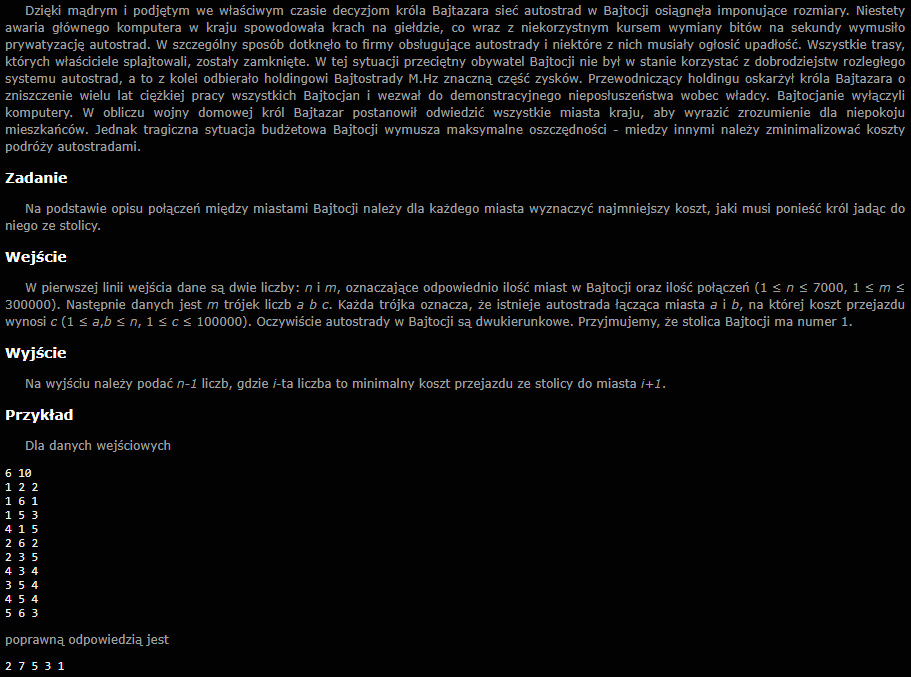
* + Algorytm Kruskala (cz. 1)



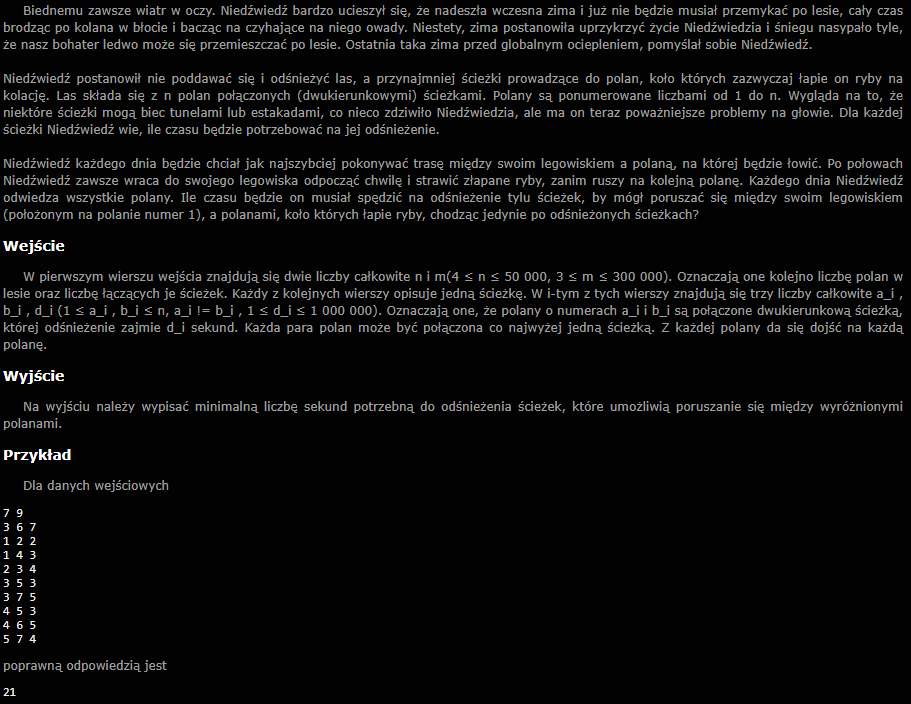
1. Lista 25 Dijkstra
   * Najazd turystów



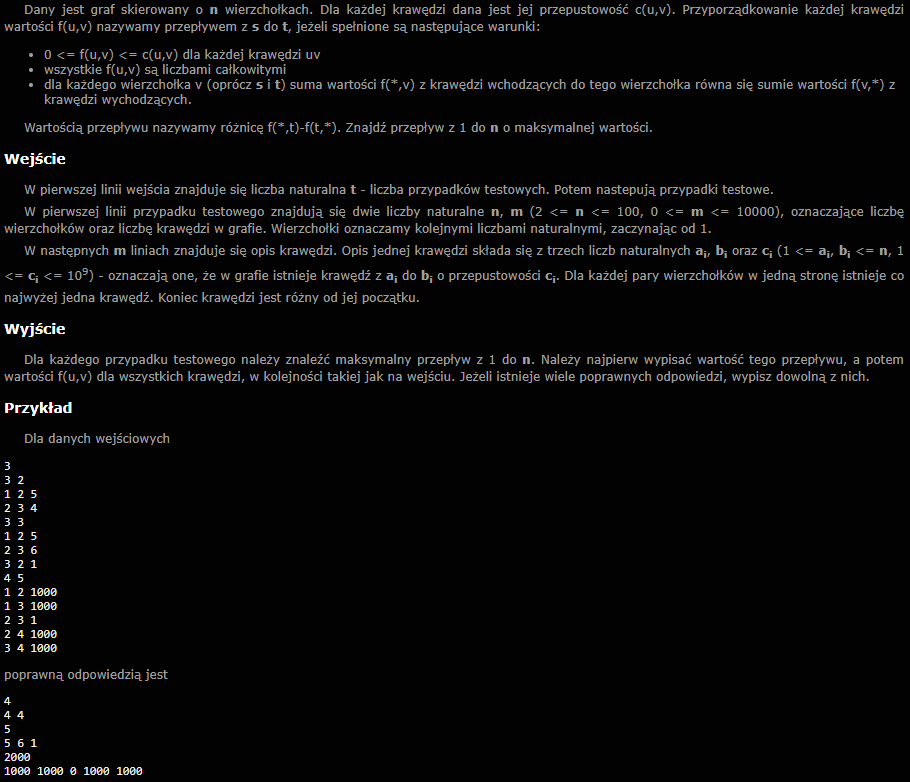
* + Prywatyzacja autostrad



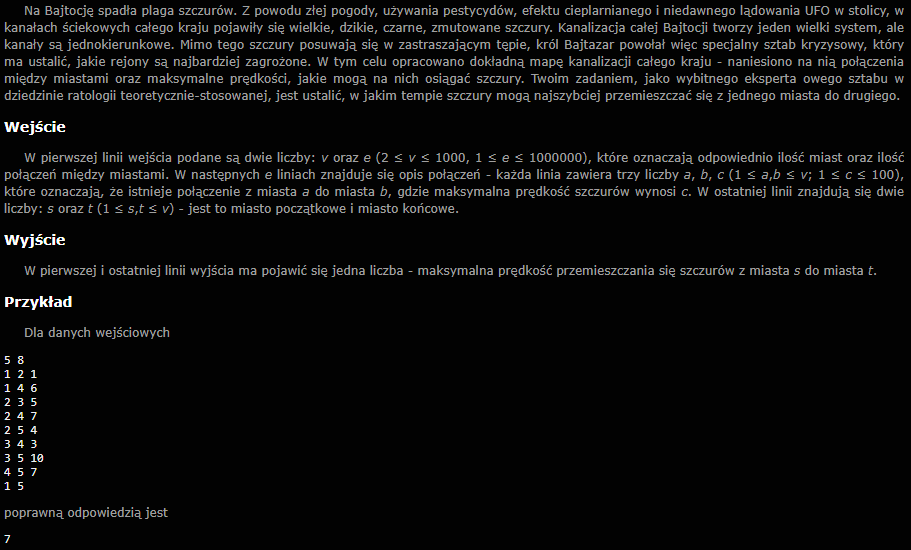
* + Niedźwiedź na tropie pstrąga



1. Lista 26 Maksymalny przepływ (dodatkowa)
   * Maksymalny przepływ



* + Plaga szczurów



1. Lista 27 Drzewa licznikowe
   * Statystyki pozycyjne



* + Sumy przedziałów

