Competitive Programming 3 Textbook

Notes / Attempted Questions

# 1.3 Easy Problems

Super Easy

* **UVa 11172 - Relational Operators \*** (ad hoc, very easy, one liner)
  + Accepted
* **UVa 11498 - Division of Nlogonia \*** (just use if-else statements)
  + Accepted
* **UVa 11727 - Cost Cutting \*** (sort the 3 numbers and get the median)
  + Accepted

Easy

* **UVa 10114 – Loansome Car Buyer \*** (just simulate the process)
  + Accepted
* **UVa 11559 – Event Planning \*** (one linear pass)
  + Accepted
* **UVa 11799 – Horror Dash \*** (one linear scan to find the max value)
  + Accepted

Medium

* **UVa 00573 – The Snail \*** (simulation, beware of boundary cases)
  + Accepted
* **UVa 10141 – Request for Proposal \*** (solvable with one linear scan)
  + Accepted
* **UVa 11507 – Bender B. Rodriguez \*** (simulation, if-else)
  + Accepted

# 1.4 Ad Hoc

Game (Card)

* **UVa 00462 - Bridge Hand Evaluator \*** (simulation; card)
  + Accepted
* **UVa 10646 - What is the Card? \*** (shuffle cards with some rule and  then get certain card)
  + Accepted
* **UVa 12247 - Jollo \*** (interesting card game; simple, but requires good logic to get all test cases correct)
  + Accepted
  + Current solution is a bit of a cop out, uses checking for win rather than explicit if statements with full understanding of cases

Game (Chess)

* **UVa 00278 - Chess \*** (ad hoc, chess, closed form formula exists)
  + Accepted
* **UVa 00696 - How Many Knights \*** (ad hoc, chess)
  + Accepted
* **UVa 10284 - Chessboard in FEN \*** (FEN = Forsyth-Edwards Notation is a standard notation for describing board positions in a chess game)
  + Passes all uDebug cases but gets Wrong Answer

Game (Others)

* **UVa 00489 - Hangman Judge \*** (just do as asked)
  + Accepted
* **UVa 10189 - Minesweeper \*** (simulate Minesweeper, similar to UVa 10279)
  + Accepted

Palindrome

* **UVa 00401 - Palindromes \*** (simple palindrome check)
  + Accepted
* **UVa 11221 - Magic Square Palindrome \*** (we deal with a matrix)
  + Accepted

# 2.2 Linear DS

1D Array Manipulation

* **UVa 10038 - Jolly Jumpers \*** (use 1D boolean flags to check [1..n − 1])
  + Accepted
* **UVa 11340 - Newspaper \*** (DAT; see Hashing in Section 2.3)
  + TLE (Python)
  + Accepted (C++)
* **UVa 12356 - Army Buddies \*** (similar to deletion in doubly linked lists, but we can still use a 1D array for the underlying data structure)
  + TLE (Python)
  + Accepted (C++)

2D Array

# 3.4 Greedy Algorithms

Classical

* **UVa 11264 - Coin Collector \*** (coin change variant)
  + Accepted
* **UVa 11389 - The Bus Driver Problem \*** (load balancing)
  + Accepted
* **UVa 12405 - Scarecrow \*** (simpler interval covering problem)
  + Accepted
* UVa 12321 - Gas Station (interval covering)
  + Accepted

Involving Sorting

* **UVa 11100 - The Trip, 2007 \*** 
  + Runtime Error despite passing uDebug, might be broken for Python
* **UVa 11292 - Dragon of Loowater \*** 
  + Accepted
* **UVa 12210 - A Match Making Problem \*** 
  + Accepted
* UVa 10763 - Foreign Exchange
  + Accepted
* UVa 10026 – Shoemaker’s problem
  + Wrong answer, probably due to float comparisons
* UVa 10785 - The Mad Numerologist
  + Accepted

Non-Classical

* **UVa 10656 - Maximum Sum (II) \*** 
  + Accepted
* **UVa 10718 - Bit Mask \***
  + Wrong Answer
* **UVa 11157 - Dynamic Frog \***
  + Accepted
  + Solved by alternating usage of the small rocks
* UVa 11240 - Antimonotonicity
  + Accepted
* UVa 11900 – Boiled eggs
  + Accepted
* UVa 10340 – All in All
  + Accepted

# 3.5 Dynamic Programming

Max 1D Range Sum

* **UVa 00787 - Maximum Sub ... \*** (max 1D range product, be careful with 0, use Java BigInteger, see Section 5.3)
  + Accepted
* **UVa 10684 - The Jackpot \*** (standard problem; easily solvable with the given sample source code)
  + Accepted (C++)
  + Runtime error (Python)
* **UVa 10755 - Garbage Heap \*** (combination of max 2D range sum in two of the three dimensions—see below—and max 1D range sum using Kadane’s algorithm on the third dimension)