

Curso: Maratona de Programação
Professor: Maicon Rafael Zatelli

Lista de Problemas I

1. <http://br.spoj.com/problems/JPNEU/>
2. <http://br.spoj.com/problems/QUADRAD2/>
3. <http://br.spoj.com/problems/FATORIA2/>
4. <http://br.spoj.com/problems/BIT/>
5. <http://br.spoj.com/problems/PAPEL09/>
6. <http://br.spoj.com/problems/QUERM/>
7. <http://br.spoj.com/problems/OVERF09/>
8. <https://olimpiada.ic.unicamp.br/pratique/pj/2012/f2/tenis/>
9. <https://olimpiada.ic.unicamp.br/pratique/pj/2012/f1/maior/>
10. <http://br.spoj.com/problems/JGARCOM/>
11. <http://br.spoj.com/problems/JTACOGRA/>
12. <http://br.spoj.com/problems/JSEDEX/>
13. <https://olimpiada.ic.unicamp.br/pratique/pj/2012/f1/campeonato/>
14. <http://br.spoj.com/problems/ENVEL09/>
15. <http://br.spoj.com/problems/OBI8/>
16. <http://br.spoj.com/problems/JBOL012/>
17. <http://br.spoj.com/problems/CARNA12/>
18. <http://br.spoj.com/problems/CONSEC12/>
19. <http://br.spoj.com/problems/TRANSP11/>
20. <http://br.spoj.com/problems/MARAT09/>
21. <http://br.spoj.com/problems/FREQUE12/>
22. <http://br.spoj.com/problems/MINAD012/>
23. <https://olimpiada.ic.unicamp.br/pratique/pj/2012/f2/chocolate/>
24. <https://olimpiada.ic.unicamp.br/pratique/pj/2008/f1/vestib/>

- 25. <http://br.spoj.com/problems/CORRID11/>
- 26. <http://br.spoj.com/problems/CHUVA11/>
- 27. <http://br.spoj.com/problems/PUSAP011/>
- 28. <http://br.spoj.com/problems/MAGIC011/>
- 29. <http://br.spoj.com/problems/DAMA/>
- 30. <http://br.spoj.com/problems/JESCADA/>
- 31. <http://br.spoj.com/problems/NLOGONIA/>
- 32. <http://br.spoj.com/problems/F91/>
- 33. <http://br.spoj.com/problems/FEYNMAN/>
- 34. <http://br.spoj.com/problems/POPULAR/>
- 35. <http://br.spoj.com/problems/ALADES/>
- 36. <http://br.spoj.com/problems/VARETAS/>
- 37. <http://br.spoj.com/problems/PLACAR/>
- 38. <http://br.spoj.com/problems/IMPEDIDO/>
- 39. <http://br.spoj.com/problems/MIOJO/>
- 40. <http://br.spoj.com/problems/CALCUL11/>
- 41. <http://br.spoj.com/problems/GINCAN11/>

Sugestão de Template para as Soluções

```
/*
Comente aqui a ideia de solução para o problema
*/
#include <stdio.h>

int main() {

    //Resolva o problema aqui

    return 0; //Lembre-se de sempre adicionar essa linha
}
```