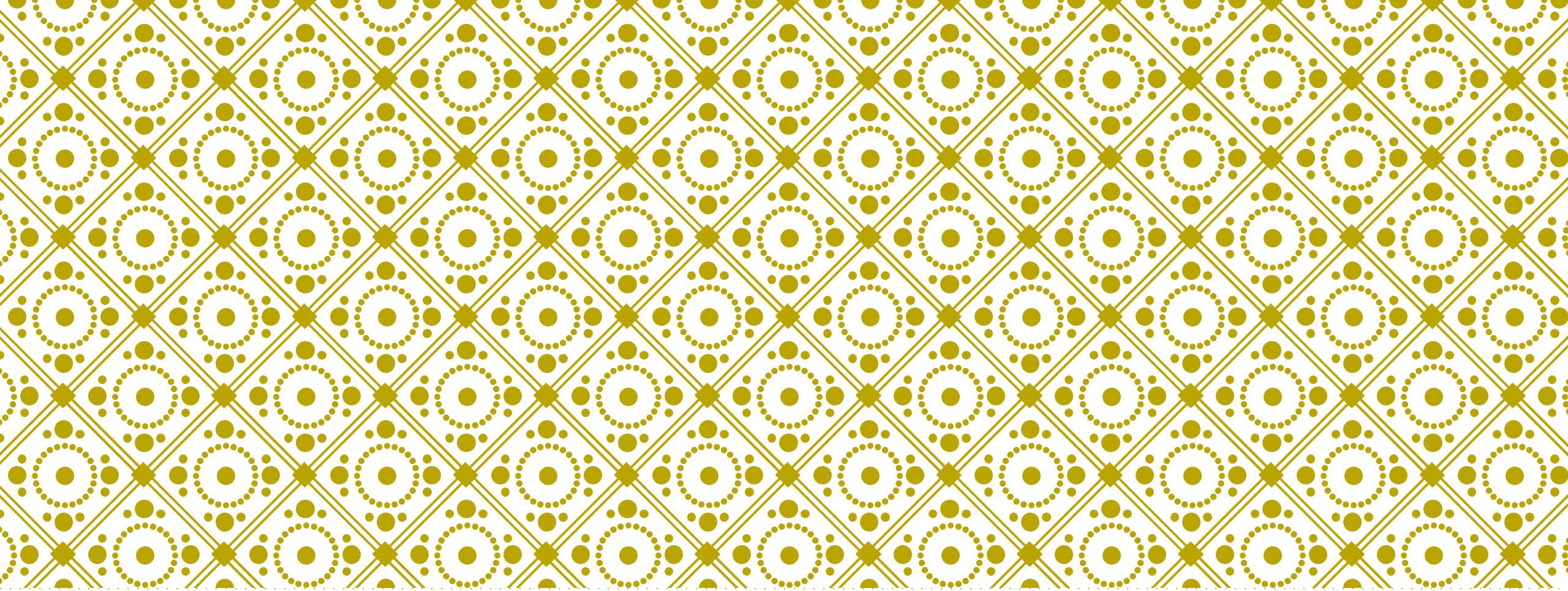


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PROGRAMACIÓN COMPETITIVA

Ciencia de la Computación – UNSA
Segundo semestre 2021



GREEDY ALGORITHMS

GREEDY ALGORITHMS

1. Bank Queue

<https://open.kattis.com/problems/bank>

2. Watering Grass

<https://open.kattis.com/problems/grass>

3. A Vicious Pikeman

<https://open.kattis.com/problems/pikemaneasy>

GREEDY ALGORITHMS

4. Magic Checkerboard

<https://open.kattis.com/problems/checkerboard>

5. A Vicious Pikeman (hard)

<https://open.kattis.com/problems/pikemanhard>

ALL OF YOU HAVE
100,000
BAD DRAWINGS
IN YOU. THE SOONER
YOU GET RID OF THEM,
THE BETTER IT WILL BE FOR
EVERYBODY.

-CHUCK JONES

