http://www.spoj.com/problems/ADAZOO/
http://www.spoj.com/problems/ADASEQEN/
http://www.spoj.com/problems/ADAMOLD/

11552 UVA (3)

12172 UVA (3)

4507 LA (5)

4510 LA (5) [+ geometry]

12181 UVA (6)

http://codeforces.com/contest/729/problem/F 6

http://codeforces.com/contest/735/problem/E 9

http://codeforces.com/contest/731/problem/E 5

12030 UVA (4)

http://codeforces.com/contest/721/problem/E 7

http://codeforces.com/contest/742/problem/D 4

12040 UVA (5)

http://codeforces.com/contest/712/problem/D 5

13162 UVA (6)

http://codeforces.com/contest/743/problem/E 6

11908 UVA (3)

11932 UVA (4)

http://codeforces.com/contest/745/problem/E (7)

11806 UVA (4)

http://codeforces.com/contest/747/problem/F (5)

11843 UVA (4)

http://codeforces.com/contest/752/problem/E (5)

http://codeforces.com/contest/703/problem/E (7)

11753 UVA (4)

11725 UVA (5)

http://codeforces.com/contest/722/problem/E (9)

http://codeforces.com/contest/760/problem/F (8)

11795 UVA (3)

11654 UVA (4)

11523 UVA (5)

11404 UVA (4)

11432 UVA (4)

11451 UVA (4) //C==20 mistake in statement

11301 UVA (4)

http://codeforces.com/contest/762/problem/D 5

11361 UVA (4) //digit DP

11365 UVA (7)

11391 UVA (4) //easy implementation

11394 UVA (3)

11218 UVA (2)

11125 UVA (4) //slightly implementation

11076 UVA (3)

11081 UVA (4) //3 string sub sequences (beware of fail)

http://codeforces.com/contest/678/problem/E (5) //bit set dp + probability

http://codeforces.com/contest/766/problem/C (4)

http://codeforces.com/contest/667/problem/C (3)
http://www.spoj.com/problems/MOVIFAN/ (3)
http://www.spoj.com/problems/ORDSUM23/ (3)
http://www.spoj.com/problems/DIVSEQ/ (4) //N^3 (but better...) works fine

http://codeforces.com/contest/633/problem/F (7) //Tree dp
http://www.spoj.com/problems/ADJDUCKS/ (4) sort + pick 2-3 continuous O(N)
http://www.spoj.com/problems/JLNT/ (4) //pick 0 or 2 | 1e3*5e3
http://www.spoj.com/problems/TPCPALIN/ (5) //500^3 works (3rd countable)
http://www.spoj.com/problems/COLORSEG/ (4) //50^4==OK 50^4log(N)=TLE NICE
http://www.spoj.com/problems/POWERCAR/ (3) //1e3*1e3*2 — follow rules
http://www.spoj.com/problems/INGRED/ (5) //TSP-like [reduce + go]
http://www.spoj.com/problems/BADXOR/ (4) //classical subsets
http://www.spoj.com/problems/SPCO/ (5) //64*64*2 DP {OPT: prime O(1) + clear only half}
http://www.spoj.com/problems/WAYHOME/ (5) //NICE: 1) 1*1 b)12,1,**,2

http://www.spoj.com/problems/NFURY/ (2) //Minimal sum of squares
http://www.spoj.com/problems/GDIL/ (3) //combinatorics

http://codeforces.com/contest/791/problem/D (5) //Tree

http://codeforces.com/contest/791/problem/E (6) //V,K,X — pick any

http://codeforces.com/contest/789/problem/C (3)

13176 (4) //N^6

13179 (5) //NICE [Ath][Bth][TimeDiff]

http://codeforces.com/contest/796/problem/E (6) //NICE: N*P*K*K (WC can't happen!)

http://codeforces.com/contest/797/problem/E (4) //NICE: Almost BF-able (but care of low K)

http://codeforces.com/contest/793/problem/D (3) //NICE & EASY: begin/end/actual/USED

http://codeforces.com/contest/803/problem/E (4) //State search — many IF's (EASY)

http://codeforces.com/contest/805/problem/F (7) //NICE: DP on tree + fast BF + hack

http://codeforces.com/contest/808/problem/E (5) //NICE!

http://codeforces.com/contest/811/problem/C (4) //Precalculate + DP (greedy thinking)

10817 UVA 4 //Easy but slightly implementation

10859 UVA 4 //Nice — on tree .. but for a reason small constrains

10898 UVA 4 //Hash is lesser than 1e6 .. try everything

http://codeforces.com/contest/812/problem/B (3) //Not only DP, yet imho easiest ..many spec cases

http://codeforces.com/contest/813/problem/D (5) //VERY VERY NICE — N*N (none picked between a/b)

http://codeforces.com/contest/814/problem/E 5 //VERY NICE — Harder imple: Combinatorics

http://codeforces.com/problemset/problem/816/E (6) //NICE — Tree (hard 2C complexity)

http://codeforces.com/contest/837/problem/D (5) //NICE — yet kinda pain [must be iterative]
http://www.spoj.com/problems/AUT/ (4) //NICE — K is interesting ~ at most 1600
http://www.spoj.com/problems/GNYR04C/ (3) //Easy — Nice idea [Big→ Low approach]
http://www.spoj.com/problems/TIEROPE/ (4) //Process 2*L ~ otherwise pick BIG
http://www.spoj.com/problems/IITKWPCE/ (4) //Palindromes [efficiency!] — NICE!

IITKWPCD SPOJ (4) //+Slightly geometry
http://www.spoj.com/problems/LKS/ (3) //Classical knapsack
http://www.spoj.com/problems/UOFTAE/ (3) //Easy & Sympatic DP
http://www.spoj.com/problems/DCOWS/ (4) //Very NICE (sort + GO)
http://www.spoj.com/problems/FARIDA/ (3) //Easy & Sympatic ((u+1) | Price+(u+2))
http://www.spoj.com/problems/AU7_5/ (2) //EASY: dyn(n-1)+dyn(n-k-1)
http://www.spoj.com/problems/NAIVELOK/ (4) //NICE [depalindromisation]

http://codeforces.com/contest/846/problem/C (4) //With print

http://www.spoj.com/problems/CNT_LUCK/ (4) //Number (binary) dp [NICE] {ull care 0-1}
http://www.spoj.com/problems/MAY99_4/ (3) //Almost combinatoric Sub and 0/1,1/0
http://www.spoj.com/problems/GEEKOUNT/ (4) //Number dp
http://www.spoj.com/problems/MUTDNA/ (4) // N*2 (turned?) [not sure if grd poss.]
http://www.spoj.com/problems/RIOI_3_2/ (5) //VERY NICE (easy imple — Number Theory thinking)
http://www.spoj.com/problems/MAXWOODS/ (3) //NICE [EASY][GRID]
http://www.spoj.com/problems/DIEHARD/ (3) //Easy — prolly solvable by greedy (but dp is easier)
http://www.spoj.com/problems/DCEPC810/ (4) //VERY VERY NICE — Subsequence 2pointers+2bools
http://www.spoj.com/problems/EQ2/ (4) //NICE: Digit + Carry (from back) — iff-party
http://www.spoj.com/problems/DCEPC501/ (3) //NICE & EASY
http://www.spoj.com/problems/NUMTSN/ (4) //NICE — Thinking or Opti
http://www.spoj.com/problems/GONE/ (4) //NICE & EASY [digits]
http://www.spoj.com/problems/RAONE/ (4) //NICE & EASY [digits] — almost similar as above
http://www.spoj.com/problems/STRSEQ/ (4) //VERY VERY NICE — Next-Function
http://www.spoj.com/problems/MYQ8/ (4) //VERY NICE — 3x3 tic-tac-toe [implementation]

http://codeforces.com/contest/859/problem/C (3) //Easy+Sympathic [PrefixSumOptional]

http://codeforces.com/contest/859/problem/D (4) //NICE [Probabilities]
http://www.spoj.com/problems/UNICA/ (4) //VERY NICE [Possibilities][Print][Classical]
http://www.spoj.com/problems/KOPC12H/ (4) //NICE Digit-DP
http://www.spoj.com/problems/DRACULA/ (4) //NICE Digit-DP (Both sides) — iterate by sum

http://www.spoj.com/problems/ABCPATH/ (3) //DP over dfs (maybe without dp works too?)
http://www.spoj.com/problems/BEHAPPY/ (2) //Easy one — low constraints
http://www.spoj.com/problems/STRCOUNT/ (4) //No input (over bits)

http://codeforces.com/contest/855/problem/B (2) //prolly not even necessary

http://codeforces.com/contest/855/problem/C (4) //dp on tree

http://codeforces.com/contest/855/problem/E (5) //VERY NICE — Digits & Bitmask & Query (learning!)
http://www.spoj.com/problems/PAINTWAL/ (6) //VERY NICE — Imho hard (Opti could beat)
http://www.spoj.com/problems/ADFRUITS/ (3) //Very simple (substring == subsequence)
http://www.spoj.com/problems/MAIN113/ (2) //NICE but somehow too low constraints
http://www.spoj.com/problems/MAIN112/ (4) //NICE — Bitmask

http://codeforces.com/contest/864/problem/E (5) //VERY NICE — Sort
http://www.spoj.com/problems/NOVICE63/ (4) //NICE -On digits (binary)
http://www.spoj.com/problems/TUG/ (3) //NICE + Observation {N>100 == YES}
http://www.spoj.com/problems/DOMINO1/ (4) //Used map to solve it
http://www.spoj.com/problems/NY10E/ (2) //Easy dp
http://www.spoj.com/problems/MAIN72/ (3) //Easy knapsack
http://www.spoj.com/problems/NOVICE43/ (2) //Unbelievably low constraints

http://codeforces.com/contest/598/problem/E (4) //N^5 strategy works fine [VERY NICE]
http://www.spoj.com/problems/CHAIR/ (3) //Maybe combinatorics too?
http://www.spoj.com/problems/ACPC10D/ (3) //NICE — DAG traversal
http://www.spoj.com/problems/CPCRC1C/ (4) //Digits dp (return pair)
http://www.spoj.com/problems/BORW/ (3) //Inc+Dec sequence (small array)

http://codeforces.com/problemset/problem/16/E (5) //Bitmask [NICE]

http://codeforces.com/problemset/problem/18/E (5) //VERY NICE {no need for second iteration}

http://codeforces.com/contest/2/problem/B (5) //NICE — 2/5 are in-fact independent

http://codeforces.com/contest/4/problem/D (3) //Classical [FW works too] XY > xy

http://codeforces.com/contest/6/problem/D (4) //NICE (N^4)

http://codeforces.com/contest/321/problem/E (7) //VERY NICE — D&C Trick

http://codeforces.com/contest/868/problem/F (8) //VERY VERY NICE D&C Trick — With MO Principal

http://codeforces.com/contest/8/problem/C (5) //NICE — Masks [N*2^N]

http://codeforces.com/contest/868/problem/E (8) //VERY NICE — HARD — on tree

http://codeforces.com/contest/10/problem/D (4) //LCIS [NICE]

http://codeforces.com/contest/13/problem/C (5) //NICE [sorting][only elements from array]

http://codeforces.com/contest/17/problem/C (5) //[NICE][iterative-sparse][+idea]

http://codeforces.com/contest/19/problem/B (4) //Knapsack (after good look)

http://codeforces.com/contest/30/problem/C (4) //Probabilities + (slight)GEO

http://codeforces.com/contest/31/problem/E (4) //[NICE]

http://codeforces.com/contest/41/problem/D (4) //With printing

dp-tree

http://www.spoj.com/problems/ADASALES/

13089 — Golden Coins (UVA)

http://codeforces.com/problemset/problem/855/C

http://codeforces.com/problemset/problem/718/D
https://www.codechef.com/problems/TWOCOINS
https://www.hackerrank.com/contests/101hack35/challenges/road-maintenance/problem

7649 — Performance Review (LA)

http://codeforces.com/problemset/problem/741/D

http://codeforces.com/problemset/problem/592/D
https://www.codechef.com/problems/TOMJERGA

http://codeforces.com/problemset/problem/814/D

1220 — Party at Hali-Bula (UVA)
https://www.hackerrank.com/contests/june-world-codesprint/challenges/r-tree-decoration/problem

12452 — Plants vs. Zombies HD SP (UVA)

http://codeforces.com/problemset/problem/735/E
https://www.codechef.com/problems/COLTREE

12466 — Ancestors (UVA)

6829 — Intrepid climber (LA)
https://www.hackerrank.com/contests/101hack35/challenges/jeanies-route

12257 — The Queue (UVA)

http://codeforces.com/problemset/problem/805/F

http://codeforces.com/problemset/problem/763/D

1218 — Perfect Service

3346 — Perfect Domination on Trees (same as above -_-)

12093 — Protecting Zonk

10859 — Placing Lampposts

http://codeforces.com/problemset/problem/23/E //NICE [but requires big int]

http://codeforces.com/problemset/problem/14/D (5) //NICE [sorting-one][2DFS]
http://www.spoj.com/problems/TWOPATHS/ (6) //VERY NICE Same as above ~ bigger constraints

http://codeforces.com/contest/868/problem/E (8) //VERY NICE — HARD — on tree