

Problem ID	Hints
<a href="#">&amp;uArr</a> ABCDEF	binary search
<a href="#">&amp;uArr</a> ABSYS	ad-hoc easy
<a href="#">&amp;uArr</a> ACMAKER	dp hard
<a href="#">&amp;uArr</a> ACODE	dp medium
<a href="#">&amp;uArr</a> ACS	ad-hoc tricky
<a href="#">&amp;uArr</a> ACT	ad-hoc stupid
<a href="#">&amp;uArr</a> ADDREV	big-int easy
<a href="#">&amp;uArr</a> AE00	prime factorization
<a href="#">&amp;uArr</a> AE1B	sorting stupid
<a href="#">&amp;uArr</a> AIBOHP	dp medium
<a href="#">&amp;uArr</a> ALL	bfs nice hard implementation
<a href="#">&amp;uArr</a> ANARC05B	dp binary search
<a href="#">&amp;uArr</a> ANARC05H	dp
<a href="#">&amp;uArr</a> ANARC07C	simulation medium
<a href="#">&amp;uArr</a> ANARC07G	dp
<a href="#">&amp;uArr</a> ANARC08B	ad-hoc stupid
<a href="#">&amp;uArr</a> ANARC08E	dp
<a href="#">&amp;uArr</a> ANARC08F	shortest path
<a href="#">&amp;uArr</a> ANARC08G	elementary graph theory
<a href="#">&amp;uArr</a> ANARC08H	josephsus problem
<a href="#">&amp;uArr</a> ARITH	output formatting tricky
<a href="#">&amp;uArr</a> ARITH2	ad-hoc stupid
<a href="#">&amp;uArr</a> ARMY	ad-hoc stupid

<a href="#">&amp;uArr</a> BABTWR	easy lis
<a href="#">&amp;uArr</a> BABY	hard dp, bitmasks
<a href="#">&amp;uArr</a> BASE	base conversion easy
<a href="#">&amp;uArr</a> BINGO	ad-hoc easy
<a href="#">&amp;uArr</a> BISHOPS	number theory, combinatorics
<a href="#">&amp;uArr</a> BOOKS1	binary search
<a href="#">&amp;uArr</a> BRCKTS	segment tree
<a href="#">&amp;uArr</a> BRCKTS2	dp medium
<a href="#">&amp;uArr</a> BST	binary search tricky
<a href="#">&amp;uArr</a> BYTESE1	dijkstra
<a href="#">&amp;uArr</a> BYTESM2	dp easy
<a href="#">&amp;uArr</a> CANDY	ad-hoc easy
<a href="#">&amp;uArr</a> CANDY3	ad-hoc stupid
<a href="#">&amp;uArr</a> CANTON	simple math
<a href="#">&amp;uArr</a> CERC07B	bitmasks
<a href="#">&amp;uArr</a> CERC07K	bfs nice state
<a href="#">&amp;uArr</a> CHMAZE	bfs nice state
<a href="#">&amp;uArr</a> CLEANRBT	bfs then dp, hard
<a href="#">&amp;uArr</a> CNEASY	geometry easy
<a href="#">&amp;uArr</a> COMCB	dfs easy
<a href="#">&amp;uArr</a> CPRIME	prime sieve-bitflag
<a href="#">&amp;uArr</a> CPRMT	dp lcs
<a href="#">&amp;uArr</a> CRSCNTRY	dp very easy
<a href="#">&amp;uArr</a> CUBES	ad-hoc easy
<a href="#">&amp;uArr</a> CZ_PROB1	dp easy

<a href="#">&amp;uArr DANGER</a>	josephsus problem
<a href="#">&amp;uArr DEPEND</a>	topological sort
<a href="#">&amp;uArr DFLOOR</a>	bitmasks
<a href="#">&amp;uArr DIVSUM</a>	prime factorization phi1
<a href="#">&amp;uArr DIVSUM2</a>	prime factorization phi1 hard
<a href="#">&amp;uArr EASYPROB</a>	ad-hoc tricky
<a href="#">&amp;uArr EIGHTS</a>	math
<a href="#">&amp;uArr EMP</a>	ad-hoc stupid
<a href="#">&amp;uArr EQBOX</a>	geometry medium
<a href="#">&amp;uArr EQDIV</a>	bfs easy
<a href="#">&amp;uArr ETF</a>	eular totient function
<a href="#">&amp;uArr FACT0</a>	prime factorization medium
<a href="#">&amp;uArr FACT1</a>	prime factorization hard
<a href="#">&amp;uArr FACVSPOW</a>	math precalculation medium
<a href="#">&amp;uArr FASHION</a>	sorting easy
<a href="#">&amp;uArr FCANDY</a>	dp weak test data
<a href="#">&amp;uArr FCTRL</a>	number theory easy
<a href="#">&amp;uArr FCTRL2</a>	big-int factorial
<a href="#">&amp;uArr FENCE1</a>	geometry easy
<a href="#">&amp;uArr FPOLICE</a>	dp medium
<a href="#">&amp;uArr GCD2</a>	gcd string-mod easy
<a href="#">&amp;uArr GCD3</a>	math gcd tricky
<a href="#">&amp;uArr GCDEX</a>	math eular totient tricky
<a href="#">&amp;uArr GEOPROB</a>	geometry tricky
<a href="#">&amp;uArr GEORGE</a>	dijkstra nice

<a href="#">&amp;uArr</a> GERGOVIA	greedy
<a href="#">&amp;uArr</a> GNY07A	ad-hoc stupid
<a href="#">&amp;uArr</a> GNY07B	ad-hoc stupid
<a href="#">&amp;uArr</a> GNY07H	dp bitmask tricky
<a href="#">&amp;uArr</a> GORELIAN	bfs hard
<a href="#">&amp;uArr</a> GUESSING	funny interactive
<a href="#">&amp;uArr</a> HALLOW	dp easy
<a href="#">&amp;uArr</a> HASHIT	simulation tricky
<a href="#">&amp;uArr</a> HELPBOB	dp bitmask
<a href="#">&amp;uArr</a> HIGHWAYS	dijkstra
<a href="#">&amp;uArr</a> HIST2	dp bitmask
<a href="#">&amp;uArr</a> HS08PAUL	number theory easy
<a href="#">&amp;uArr</a> HUBULLU	ad-hoc stupid
<a href="#">&amp;uArr</a> IMAGE	flood fill
<a href="#">&amp;uArr</a> INCARDS	dijkstra medium
<a href="#">&amp;uArr</a> JAVAC	ad-hoc string manipulation
<a href="#">&amp;uArr</a> JULKA	big-int calculation
<a href="#">&amp;uArr</a> KGSS	segment tree easy
<a href="#">&amp;uArr</a> KROW	ad-hoc game simulation
<a href="#">&amp;uArr</a> LABYR1	dfs easy
<a href="#">&amp;uArr</a> LASTDIG	precalculation easy
<a href="#">&amp;uArr</a> M3TILE	dp bitmask
<a href="#">&amp;uArr</a> MARBLES	combinatorics
<a href="#">&amp;uArr</a> MATSUM	2d binary indexed tree
<a href="#">&amp;uArr</a> MAWORK	bfs good state

<a href="#">&amp;uArr</a> MAYA	simulation easy
<a href="#">&amp;uArr</a> MBEEWALK	dp different dx, dy
<a href="#">&amp;uArr</a> MBLAST	dp easy
<a href="#">&amp;uArr</a> MCHAOS	binary indexed tree
<a href="#">&amp;uArr</a> MCIRGAME	big int dp catalan numbers
<a href="#">&amp;uArr</a> MCOINS	very easy DP
<a href="#">&amp;uArr</a> MDIGITS	dp medium
<a href="#">&amp;uArr</a> MELE3	dijkstra
<a href="#">&amp;uArr</a> MENU	medium dp
<a href="#">&amp;uArr</a> MEOWIST	sorting easy
<a href="#">&amp;uArr</a> MICEMAZE	dijkstra / bfs
<a href="#">&amp;uArr</a> MINVEST	dp knapsack medium
<a href="#">&amp;uArr</a> MIRRORED	ad-hoc very stupid
<a href="#">&amp;uArr</a> MIXTURES	medium dp, matrix chain multiplication
<a href="#">&amp;uArr</a> MKBUDGET	easy dp
<a href="#">&amp;uArr</a> MKUHAR	simple math binary search hard
<a href="#">&amp;uArr</a> MLAND	kruskals ternary search
<a href="#">&amp;uArr</a> MLASERP	bfs normal
<a href="#">&amp;uArr</a> MMASS	expression evaluation
<a href="#">&amp;uArr</a> MMAXPER	dp easy
<a href="#">&amp;uArr</a> MMINPAID	dp / bfs bitmask
<a href="#">&amp;uArr</a> MNERED	dp
<a href="#">&amp;uArr</a> MONODIG	bfs hard
<a href="#">&amp;uArr</a> MORSE	dp medium
<a href="#">&amp;uArr</a> MPILOT	dp easy

<a href="#">&amp;uArr</a> MPOLY	geometry ternary search
<a href="#">&amp;uArr</a> MREPLBRC	dp very hard
<a href="#">&amp;uArr</a> MSE06H	binary indexed tree easy
<a href="#">&amp;uArr</a> MSTRING	dp medium
<a href="#">&amp;uArr</a> MTOTALF	maxflow easy
<a href="#">&amp;uArr</a> MZVRK	adhoc easy
<a href="#">&amp;uArr</a> NEG2	base conversion easy
<a href="#">&amp;uArr</a> NGM	number game observation
<a href="#">&amp;uArr</a> NHAY	kmp stream
<a href="#">&amp;uArr</a> NOCHANGE	dp hard
<a href="#">&amp;uArr</a> NOTATRI	binary search
<a href="#">&amp;uArr</a> NSTEPS	ad-hoc easy
<a href="#">&amp;uArr</a> NSYSTEM	mcxi conversion
<a href="#">&amp;uArr</a> ODDDIV	number theory precomputation
<a href="#">&amp;uArr</a> ONP	postfix transformation
<a href="#">&amp;uArr</a> PAGAIN	primes tricky
<a href="#">&amp;uArr</a> PALIN	ad-hoc medium
<a href="#">&amp;uArr</a> PARTY	dp easy
<a href="#">&amp;uArr</a> PATHEADS	concept of bucket sort and sieve
<a href="#">&amp;uArr</a> PDECODE	permutation exponentiation
<a href="#">&amp;uArr</a> PEBBMOV	take away game simulation
<a href="#">&amp;uArr</a> PERMUT2	ad-hoc easy
<a href="#">&amp;uArr</a> PHIDIAS	dp easy
<a href="#">&amp;uArr</a> PHONELST	radix tree
<a href="#">&amp;uArr</a> PIE	binary search easy

<a href="#">&amp;uArr</a> PIGBANK	dp easy ugly optimisations needed
<a href="#">&amp;uArr</a> PIZZALOC	bitmasks easy
<a href="#">&amp;uArr</a> PLHOP	matrix exponentiation
<a href="#">&amp;uArr</a> POLEVAL	ad-hoc tricky
<a href="#">&amp;uArr</a> PON	milller rabin weak data
<a href="#">&amp;uArr</a> PQUEUE	ad-hoc easy
<a href="#">&amp;uArr</a> PRIME1	segmented sieve
<a href="#">&amp;uArr</a> PRO	set
<a href="#">&amp;uArr</a> PT07Y	dfs easy
<a href="#">&amp;uArr</a> PT07Z	dfs easy
<a href="#">&amp;uArr</a> QUALITY	ad-hoc easy
<a href="#">&amp;uArr</a> QUEEN	bfs hard
<a href="#">&amp;uArr</a> RAIN3	dp easy
<a href="#">&amp;uArr</a> RAINBOW	dp knapsack on components easy
<a href="#">&amp;uArr</a> RATING	binary indexed tree
<a href="#">&amp;uArr</a> REMGAME	recursion memoisation easy weak test data
<a href="#">&amp;uArr</a> RENT	dp binary search
<a href="#">&amp;uArr</a> ROCK	easy dp
<a href="#">&amp;uArr</a> SAMER08A	dijkstras basic graph theory
<a href="#">&amp;uArr</a> SAMER08C	dp medium
<a href="#">&amp;uArr</a> SAMER08D	dp hard
<a href="#">&amp;uArr</a> SAMER08F	math
<a href="#">&amp;uArr</a> SBANK	sorting medium
<a href="#">&amp;uArr</a> SCALE	brute force binary search
<a href="#">&amp;uArr</a> SCAVHUNT	ad-hoc medium

<a href="#">&amp;uArr SCUBADIV</a>	dp easy
<a href="#">&amp;uArr SQFREE</a>	number theory sieve hard inclusion exclusion
<a href="#">&amp;uArr SQRBR</a>	dp easy
<a href="#">&amp;uArr SQRROOT</a>	big-int square root
<a href="#">&amp;uArr STAMPS</a>	ad-hoc easy
<a href="#">&amp;uArr STPAR</a>	stack
<a href="#">&amp;uArr STREET</a>	dp hard
<a href="#">&amp;uArr SUBSUMS</a>	bitmasks binary search
<a href="#">&amp;uArr SUMFOUR</a>	binary search easy
<a href="#">&amp;uArr SUMITR</a>	dp very easy
<a href="#">&amp;uArr SVADA</a>	binary search hard
<a href="#">&amp;uArr TCOUNT2</a>	math medium
<a href="#">&amp;uArr TCOUNT3</a>	math hard
<a href="#">&amp;uArr TEMPTISL</a>	dp easy
<a href="#">&amp;uArr TEST</a>	spoj hello world
<a href="#">&amp;uArr THREECOL</a>	dp
<a href="#">&amp;uArr TOANDFRO</a>	encoding decoding
<a href="#">&amp;uArr TOE1</a>	tic tac toe easy
<a href="#">&amp;uArr TOE2</a>	tic tac toe easy
<a href="#">&amp;uArr TRAFFICN</a>	dijkstra easy basic graph theory
<a href="#">&amp;uArr TRANK</a>	ad-hoc easy
<a href="#">&amp;uArr TRICOUNT</a>	math easy
<a href="#">&amp;uArr TRSTAGE</a>	dijkstra bitmasks medium
<a href="#">&amp;uArr TRT</a>	dp easy
<a href="#">&amp;uArr TUTMRBL</a>	primes easy



<a href="#">&amp;uArr</a> TWINSNOW	sorting tricky weak data
<a href="#">&amp;uArr</a> TWOSQRS	number theory primes
<a href="#">&amp;uArr</a> UCI2009B	number theory easy
<a href="#">&amp;uArr</a> UJ	big-int calculation
<a href="#">&amp;uArr</a> UPSUB	dp lis
<a href="#">&amp;uArr</a> WIJGT	geometry dfs
<a href="#">&amp;uArr</a> WORDCNT	ad-hoc easy
<a href="#">&amp;uArr</a> YODA	dp easy