



Competitive Programming



Methods to Solve (2000-present)

Use these filters to narrow down your next problem to solve:

OJ: , Topic: , Quality:

Online Judge shown: Both

Problem topics shown: Chapter 3 : Problem Solving Paradigms only

Problem Quality: Starred

Number of problems shown (initially in CP4 order): 195

Information is up to date as of 10 February 2022

You can now sort these problems based on Distinct ACcepted Users (DACU) column.




Generally, problems with high DACU are the easier problems.

























Note that we only update DACU column manually (not a live data).

























Note: Column Point is only relevant for Kattis online judge.

























Show entries

























Search:

























Both OJ	Problem Title	CP4
00165	 Stamps	3.2a, Pre-calculate-able
00750	 8 Queens Chess Problem	3.2a, Pre-calculate-able
10128	 Queue	3.2a, Pre-calculate-able

























Both OJ	Problem Title	CP4
10276	 Hanoi Tower Troubles Again...	3.2a, Pre-calculate-able
cardtrick2	 cardtrick2	3.2a, Pre-calculate-able
foolingaround	 foolingaround	3.2a, Pre-calculate-able
sgcoin	 sgcoin	3.2a, Pre-calculate-able
00592	 Island of Logic	3.2b, Iterative (Two Loops)
01588	 Kickdown	3.2b, Iterative (Two Loops)
12488	 Start Grid	3.2b, Iterative (Two Loops)
blackfriday	 blackfriday	3.2b, Iterative (Two Loops)
closestsums	 closestsums	3.2b, Iterative (Two Loops)
golombrulers	 golombrulers	3.2b, Iterative (Two Loops)
00441	 Lotto	3.2c, Three+ Nested Loops, E
00735	 Dart-a-Mania	3.2c, Three+ Nested Loops, E
12515	 Movie Police	3.2c, Three+ Nested Loops, E
12844	 Outwitting the Weighing Ma...	3.2c, Three+ Nested Loops, E
cudoviste	 cudoviste	3.2c, Three+ Nested Loops, E
npuzzle	 npuzzle	3.2c, Three+ Nested Loops, E
set	 set	3.2c, Three+ Nested Loops, E
00386	 Perfect Cubes	3.2d, Three+ Nested Loops, H
10660	 Citizen attention offices	3.2d, Three+ Nested Loops, H
11236	 Grocery store	3.2d, Three+ Nested Loops, H
11804	 Argentina	3.2d, Three+ Nested Loops, H
calculatingdartscores	 calculatingdartscores	3.2d, Three+ Nested Loops, H
lektira	 lektira	3.2d, Three+ Nested Loops, H
tautology	 tautology	3.2d, Three+ Nested Loops, H

























Both OJ	Problem Title	CP4
00234	 Switching Channels	3.2e, Iterative (Permutation)
01064	 Network	3.2e, Iterative (Permutation)
11742	 Social Constraints	3.2e, Iterative (Permutation)
12249	 Overlapping Scenes	3.2e, Iterative (Permutation)
dancerecital	 dancerecital	3.2e, Iterative (Permutation)
dreamer	 dreamer	3.2e, Iterative (Permutation)
veci	 veci	3.2e, Iterative (Permutation)
00639	 Don't Get Rooked	3.2f, Iterative (Combination)
01047	 Zones	3.2f, Iterative (Combination)
11659	 Informants	3.2f, Iterative (Combination)
12694	 Meeting Room Arrangement	3.2f, Iterative (Combination)
geppetto	 geppetto	3.2f, Iterative (Combination)
squaredeal	 squaredeal	3.2f, Iterative (Combination)
zgrade	 zgrade	3.2f, Iterative (Combination)
00188	 Perfect Hash	3.2g, Try All Answers
00725	 Division	3.2g, Try All Answers
10908	 Largest Square	3.2g, Try All Answers
communication	 communication	3.2g, Try All Answers
flexible	 flexible	3.2g, Try All Answers
islands	 islands	3.2g, Try All Answers
walls	 walls	3.2g, Try All Answers
00382	 Perfection	3.2h, Math Simulation, Easier
01225	 Digit Counting	3.2h, Math Simulation, Easier
10346	 Peter's Smokes	3.2h, Math Simulation, Easier

























Both OJ	Problem Title	CP4
<i>easiest</i>	 <i>easiest</i>	3.2h, Math Simulation, Easier
<i>growlinggears</i>	 <i>growlinggears</i>	3.2h, Math Simulation, Easier
<i>trollhunt</i>	 <i>trollhunt</i>	3.2h, Math Simulation, Easier
<i>videospeedup</i>	 <i>videospeedup</i>	3.2h, Math Simulation, Easier
00616	 <i>Coconuts, Revisited</i>	3.2i, Math Simulation, Harder
11130	 <i>Billiard bounces</i>	3.2i, Math Simulation, Harder
11254	 <i>Consecutive Integers</i>	3.2i, Math Simulation, Harder
11490	 <i>Just Another Problem</i>	3.2i, Math Simulation, Harder
<i>crackingrsa</i>	 <i>crackingrsa</i>	3.2i, Math Simulation, Harder
<i>falling</i>	 <i>falling</i>	3.2i, Math Simulation, Harder
<i>thanosthehero</i>	 <i>thanosthehero</i>	3.2i, Math Simulation, Harder
00151	 <i>Power Crisis</i>	3.2j, Josephus Problem
01176	 <i>A Benevolent Josephus</i>	3.2j, Josephus Problem
10774	 <i>Repeated Josephus</i>	3.2j, Josephus Problem
11351	 <i>Last Man Standing</i>	3.2j, Josephus Problem
<i>eenymeeny</i>	 <i>eenymeeny</i>	3.2j, Josephus Problem
<i>musicalchairs</i>	 <i>musicalchairs</i>	3.2j, Josephus Problem
<i>toys</i>	 <i>toys</i>	3.2j, Josephus Problem
00729	 <i>The Hamming Distance Probl...</i>	3.2k, Backtracking (Easier)
10344	 <i>23 out of 5</i>	3.2k, Backtracking (Easier)
10576	 <i>Y2K Accounting Bug</i>	3.2k, Backtracking (Easier)
12840	 <i>The Archery Puzzle</i>	3.2k, Backtracking (Easier)
<i>goodmorning</i>	 <i>goodmorning</i>	3.2k, Backtracking (Easier)
<i>natjecanje</i>	 <i>natjecanje</i>	3.2k, Backtracking (Easier)

Both OJ	Problem Title	CP4
paintings	 paintings	3.2k, Backtracking (Easier)
00208	 Firetruck	3.2l, Backtracking (Harder)
00222	 Budget Travel	3.2l, Backtracking (Harder)
00307	 Sticks	3.2l, Backtracking (Harder)
01262	 Password	3.2l, Backtracking (Harder)
dobra	 dobra	3.2l, Backtracking (Harder)
fruitbaskets	 fruitbaskets	3.2l, Backtracking (Harder)
pagelayout	 pagelayout	3.2l, Backtracking (Harder)
11057	 Exact Sum	3.3a, Binary Search
11621	 Small Factors	3.3a, Binary Search
12192	 Grapevine	3.3a, Binary Search
12965	 Angry Bids	3.3a, Binary Search
firefly	 firefly	3.3a, Binary Search
outofsorts	 outofsorts	3.3a, Binary Search
roompainting	 roompainting	3.3a, Binary Search
12032	 The Monkey and the Oiled B...	3.3b, Bisection and BSTA, E
12190	 Electric Bill	3.3b, Bisection and BSTA, E
13142	 Destroy the Moon to Save t...	3.3b, Bisection and BSTA, E
carefulascent	 carefulascent	3.3b, Bisection and BSTA, E
freeweights	 freeweights	3.3b, Bisection and BSTA, E
monk	 monk	3.3b, Bisection and BSTA, E
suspensionbridges	 suspensionbridges	3.3b, Bisection and BSTA, E
00183	 Bit Maps	3.3c, Ternary Search & Others
10385	 Duathlon	3.3c, Ternary Search & Others

Both OJ	Problem Title	CP4
11147	 KuPellaKeS BST	3.3c, Ternary Search & Others
12893	 Count It	3.3c, Ternary Search & Others
a1paper	 a1paper	3.3c, Ternary Search & Others
ceiling	 ceiling	3.3c, Ternary Search & Others
goingtoseed	 goingtoseed	3.3c, Ternary Search & Others
01193	 Radar Installation	3.4a, Greedy (Classical)
10020	 Minimal coverage	3.4a, Greedy (Classical)
11264	 Coin Collector	3.4a, Greedy (Classical)
12321	 Gas Stations	3.4a, Greedy (Classical)
classrooms	 classrooms	3.4a, Greedy (Classical)
froshweek2	 froshweek2	3.4a, Greedy (Classical)
squarepegs	 squarepegs	3.4a, Greedy (Classical)
11369	 Shopaholic	3.4b, Involving Sorting, E
11729	 Commando War	3.4b, Involving Sorting, E
11900	 Boiled Eggs	3.4b, Involving Sorting, E
13109	 Elephants	3.4b, Involving Sorting, E
icpcteamselection	 icpcteamselection	3.4b, Involving Sorting, E
minimumscalar	 minimumscalar	3.4b, Involving Sorting, E
shopaholic	 shopaholic	3.4b, Involving Sorting, E
10026	 Shoemaker's Problem	3.4c, Involving Sorting, H
12673	 Football	3.4c, Involving Sorting, H
12834	 Extreme Terror	3.4c, Involving Sorting, H
13054	 Hippo Circus	3.4c, Involving Sorting, H
airconditioned	 airconditioned	3.4c, Involving Sorting, H

Both OJ	Problem Title	CP4
<i>birds</i>	 <i>birds</i>	<i>3.4c, Involving Sorting, H</i>
<i>delivery</i>	 <i>delivery</i>	<i>3.4c, Involving Sorting, H</i>
<i>01153</i>	 <i>Keep the Customer Satisfie...</i>	<i>3.4d, Involving PQ</i>
<i>10954</i>	 <i>Add All</i>	<i>3.4d, Involving PQ</i>
<i>13177</i>	 <i>Orchestral scores</i>	<i>3.4d, Involving PQ</i>
<i>ballotboxes</i>	 <i>ballotboxes</i>	<i>3.4d, Involving PQ</i>
<i>canvas</i>	 <i>canvas</i>	<i>3.4d, Involving PQ</i>
<i>vegetables</i>	 <i>vegetables</i>	<i>3.4d, Involving PQ</i>
<i>workstations</i>	 <i>workstations</i>	<i>3.4d, Involving PQ</i>
<i>10340</i>	 <i>All in All</i>	<i>3.4e, Non Classical, Easier</i>
<i>10656</i>	 <i>Maximum Sum (II)</i>	<i>3.4e, Non Classical, Easier</i>
<i>11520</i>	 <i>Fill the Square</i>	<i>3.4e, Non Classical, Easier</i>
<i>12482</i>	 <i>Short Story Competition</i>	<i>3.4e, Non Classical, Easier</i>
<i>ants</i>	 <i>ants</i>	<i>3.4e, Non Classical, Easier</i>
<i>bank</i>	 <i>bank</i>	<i>3.4e, Non Classical, Easier</i>
<i>marblestree</i>	 <i>marblestree</i>	<i>3.4e, Non Classical, Easier</i>
<i>10821</i>	 <i>Constructing BST</i>	<i>3.4f, Non Classical, Harder</i>
<i>11491</i>	 <i>Erasing and Winning</i>	<i>3.4f, Non Classical, Harder</i>
<i>11583</i>	 <i>Alien DNA</i>	<i>3.4f, Non Classical, Harder</i>
<i>11890</i>	 <i>Calculus Simplified</i>	<i>3.4f, Non Classical, Harder</i>
<i>dvds</i>	 <i>dvds</i>	<i>3.4f, Non Classical, Harder</i>
<i>stockbroker</i>	 <i>stockbroker</i>	<i>3.4f, Non Classical, Harder</i>
<i>virus</i>	 <i>virus</i>	<i>3.4f, Non Classical, Harder</i>
<i>00787</i>	 <i>Maximum Sub-sequence Produ...</i>	<i>3.5a, Max 1D/2D Range Sum</i>

Both OJ	Problem Title	CP4
01105	 Coffee Central	3.5a, Max 1D/2D Range Sum
10684	 The jackpot	3.5a, Max 1D/2D Range Sum
10755	 Garbage Heap	3.5a, Max 1D/2D Range Sum
commercials	 commercials	3.5a, Max 1D/2D Range Sum
prozor	 prozor	3.5a, Max 1D/2D Range Sum
sellingspatulas	 sellingspatulas	3.5a, Max 1D/2D Range Sum
00481	 What Goes Up	3.5b, LIS
01196	 Tiling Up Blocks	3.5b, LIS
10534	 Wavio Sequence	3.5b, LIS
11790	 Murcia's Skyline	3.5b, LIS
increasingsubsequence	 increasingsubsequence	3.5b, LIS
nesteddolls	 nesteddolls	3.5b, LIS
trainsorting	 trainsorting	3.5b, LIS
01213	 Sum of Different Primes	3.5c, 0-1 KNAPSACK
10130	 SuperSale	3.5c, 0-1 KNAPSACK
11566	 Let's Yum Cha!	3.5c, 0-1 KNAPSACK
11832	 Account Book	3.5c, 0-1 KNAPSACK
knapsack	 knapsack	3.5c, 0-1 KNAPSACK
orders	 orders	3.5c, 0-1 KNAPSACK
presidentialelections	 presidentialelections	3.5c, 0-1 KNAPSACK
00242	 Stamps and Envelope Size	3.5d, COIN-CHANGE
00674	 Coin Change	3.5d, COIN-CHANGE
10448	 Unique World	3.5d, COIN-CHANGE
11259	 Coin Changing Again	3.5d, COIN-CHANGE

Both OJ	Problem Title	CP4
<i>bagoftiles</i>	 <i>bagoftiles</i>	3.5d, COIN-CHANGE
<i>canonical</i>	 <i>canonical</i>	3.5d, COIN-CHANGE
<i>exactchange2</i>	 <i>exactchange2</i>	3.5d, COIN-CHANGE
<i>00216</i>	 <i>Getting in Line</i>	3.5e, TSP
<i>11795</i>	 <i>Mega Man's Mission</i>	3.5e, TSP
<i>12841</i>	 <i>In Puzzleland (III)</i>	3.5e, TSP
<i>beepers</i>	 <i>beepers</i>	3.5e, TSP
<i>bustour</i>	 <i>bustour</i>	3.5e, TSP
<i>cycleseasy</i>	 <i>cycleseasy</i>	3.5e, TSP
<i>errands</i>	 <i>errands</i>	3.5e, TSP
<i>10003</i>	 <i>Cutting Sticks</i>	3.5f, DP level 1
<i>10912</i>	 <i>Simple Minded Hashing</i>	3.5f, DP level 1
<i>11420</i>	 <i>Chest of Drawers</i>	3.5f, DP level 1
<i>13141</i>	 <i>Growing Trees</i>	3.5f, DP level 1
<i>nikola</i>	 <i>nikola</i>	3.5f, DP level 1
<i>spiderman</i>	 <i>spiderman</i>	3.5f, DP level 1
<i>ticketpricing</i>	 <i>ticketpricing</i>	3.5f, DP level 1
<i>00662</i>	 <i>Fast Food</i>	3.5g, DP level 2
<i>12324</i>	 <i>Philip J. Fry Problem</i>	3.5g, DP level 2
<i>12862</i>	 <i>Intrepid climber</i>	3.5g, DP level 2
<i>12955</i>	 <i>Factorial</i>	3.5g, DP level 2
<i>kutevi</i>	 <i>kutevi</i>	3.5g, DP level 2
<i>tight</i>	 <i>tight</i>	3.5g, DP level 2
<i>walrusweights</i>	 <i>walrusweights</i>	3.5g, DP level 2

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