

## **Competitive Programming**







## Methods to Solve (2000-present)

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

OJ: Both 🕶 , Topic: New in CP5 🕶 , Quality: All

Online Judge shown: Both

Problem topics shown: New problems that are added after the release date of CP4 (19 July 2020)

Problem Quality: All

Number of problems shown (initially in CP4 order): 155

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 All ventries		Search:	
Both OJ	Problem Title	CP4	
addtwonumbers	<u>addtwonumbers</u>	1.4a, I/O + Sequences Only	•
digitswap	<u>digitswap</u>	1.4a, I/O + Sequences Only	
echoechoecho	<u>echoechoecho</u>	1.4a, I/O + Sequences Only	

Both OJ	Problem Title	CP4
gcvwr	<u>gcvwr</u>	1.4a, I/O + Sequences Only
greetings2	greetings2	1.4a, I/O + Sequences Only
jackolanternjuxtaposition	jackolanternjuxtaposition	1.4a, I/O + Sequences Only
twosum	<u>twosum</u>	1.4a, I/O + Sequences Only
jumbojavelin	<u>jumbojavelin</u>	1.4b, Repetition Only
nsum	<u>sam</u> <u>nsum</u>	1.4b, Repetition Only
ratingproblems	<u>ratingproblems</u>	1.4b, Repetition Only
conteststruggles	<u>conteststruggles</u>	1.4c, Selection Only
fyi	<u>Fyi</u>	1.4c, Selection Only
grading	grading	1.4c, Selection Only
laptopsticker	<u>laptopsticker</u>	1.4c, Selection Only
sorttwonumbers	<u>sorttwonumbers</u>	1.4c, Selection Only
vajningsplikt	<u>vajningsplikt</u>	1.4c, Selection Only
astrologicalsign	<u>astrologicalsign</u>	1.4d, Multiple TC + Selection
brokencalculator	<u>brokencalculator</u>	1.4e, Control Flow
cinema	<u>scinema</u>	1.4e, Control Flow
cinema2	<u>scinema2</u>	1.4e, Control Flow
espresso	<u>espresso</u>	1.4e, Control Flow
fizzbuzz2	fizzbuzz2	1.4e, Control Flow
fromatob	<u>fromatob</u>	1.4e, Control Flow
mult	<u>mult</u>	1.4e, Control Flow
oddecho	oddecho oddecho	1.4e, Control Flow
skruop	<u>skruop</u>	1.4e, Control Flow
smil	<u>smil</u>	1.4e, Control Flow

Both OJ	Problem Title	CP4
speeding	<u>speeding</u>	1.4e, Control Flow
spellingbee	<u>spellingbee</u>	1.4e, Control Flow
tornbygge	<u>tornbygge</u>	1.4e, Control Flow
arithmeticfunctions	arithmeticfunctions	1.4f, Function
logicfunctions	logicfunctions logic	1.4f, Function
sifferprodukt	sifferprodukt	1.4f, Function
cutinline	<u>cutinline</u>	1.4g, 1D Array, Easier
finalexam2	finalexam2	1.4g, 1D Array, Easier
forcedchoice	<u>forcedchoice</u>	1.4g, 1D Array, Easier
ofugsnuid	ofugsnuid of the second of the	1.4g, 1D Array, Easier
trainboarding	<u>trainboarding</u>	1.4g, 1D Array, Easier
vaccineefficacy	<u>vaccineefficacy</u>	1.4g, 1D Array, Easier
vectorfunctions	vectorfunctions	1.4g, 1D Array, Easier
findingana	findingana	1.4h, Easy
methodicmultiplication	methodicmultiplication	1.4h, Easy
nop	<u>Management</u> nop	1.4h, Easy
stopwatch	<u>stopwatch</u>	1.4h, Easy
architecture	<u>architecture</u>	1.4i, Still Easy
eyeofsauron	<u>eyeofsauron</u>	1.4i, Still Easy
pyramids	<u>pyramids</u>	1.4i, Still Easy
utf8	utf8	1.4j, Medium
checkmateinone	<u>checkmateinone</u>	1.6b, Game (Chess)
hexagonalrooks	<u>hexagonalrooks</u>	1.6b, Game (Chess)
matchgame	<u>matchgame</u>	1.6d, Game (Others), Harder

Both OJ	Problem Title	CP4
cprnummer	<u>cprnummer</u>	1.6e, Real Life, Easier
dodecaphony	<u>dodecaphony</u>	1.6f, Real Life, Medium
keylogger	<u>keylogger</u>	1.6l, Cipher, Medium
mrcodeformatgrader	mrcodeformatgrader	1.6n, Output Formatting, E
ultimatebinarywatch	<u>ultimatebinarywatch</u>	1.6n, Output Formatting, E
bluetooth	<u>bluetooth</u>	1.60, Time Waster, Easier
fluortanten	<u>fluortanten</u>	2.2a, 1D Array, Medium
rankproblem	<u>rankproblem</u>	2.2a, 1D Array, Medium
trackingshares	<u>trackingshares</u>	2.2a, 1D Array, Medium
crashingrobots	crashingrobots	2.2b, 1D Array, Harder
magictrick	<u>magictrick</u>	2.2e, Sorting, Easier
musicaltrees	<u>musicaltrees</u>	2.2e, Sorting, Easier
nothanks	<u>nothanks</u>	2.2e, Sorting, Easier
buka	<u>buka</u>	2.2i, Big Integer
simplearithmetic	simplearithmetic	2.2i, Big Integer
bracketsequence	<u>bracketsequence</u>	2.2k, Stack-based Problems
lyklagangriti	<u>lyklagangriti</u>	2.2I, List/Queue/Deque
pharmacy	<u>pharmacy</u>	2.3a, Priority Queue
keyboardd	<u>keyboardd</u>	2.3b, DAT, ASCII
soundex	<u>soundex</u>	2.3b, DAT, ASCII
heimavinna	<u>heimavinna</u>	2.3c, DAT, Others
simone	<u>simone</u>	2.3c, DAT, Others
knotknowledge	<u>knotknowledge</u>	2.3d, Hash Table (set)
shoppinglist	<u>shoppinglist</u>	2.3d, Hash Table (set)

Both OJ	Problem Title	CP4
shoppinglisteasy	<u>shoppinglisteasy</u>	2.3d, Hash Table (set)
upprodun	<u>upprodun</u>	2.3d, Hash Table (set)
bokforing	bokforing	2.3f, Hash Table (map), H
coursescheduling	coursescheduling	2.3g, Balanced BST (set)
fodelsedagsmemorisering	<u>fodelsedagsmemorisering</u>	2.3h, Balanced BST (map)
popularitycontest	<u>popularitycontest</u>	2.4a, Graph Data Structures
bridgesandtunnels	<u>bridgesandtunnels</u>	2.4b, Union-Find
skolavslutningen	<u>skolavslutningen</u>	2.4b, Union-Find
gridmagic	<u>gridmagic</u>	3.2a, Pre-calculate-able
theplank	<u>theplank</u>	3.2a, Pre-calculate-able
codeguessing	codeguessing	3.2b, Iterative (Two Loops)
majstor	<u>majstor</u>	3.2b, Iterative (Two Loops)
missingnumber	<u>missingnumber</u>	3.2b, Iterative (Two Loops)
smoothiestand	<u>smoothiestand</u>	3.2b, Iterative (Two Loops)
cinemaseating	cinemaseating	3.2c, Three+ Nested Loops, E
radir	<u>radir</u>	3.2c, Three+ Nested Loops, E
triangledrama	<u>triangledrama</u>	3.2c, Three+ Nested Loops, E
exammanipulation	<u>exammanipulation</u>	3.2f, Iterative (Combination)
tabsandspaces	<u>tabsandspaces</u>	3.2g, Try All Answers
damagedequation	damagedequation	3.2h, Math Simulation, Easier
hailstone2	hailstone2	3.2h, Math Simulation, Easier
powersof2easy	powersof2easy	3.2h, Math Simulation, Easier
refrigerator	<u>refrigerator</u>	3.2h, Math Simulation, Easier
bootstrappingnumber	<u>bootstrappingnumber</u>	3.3b, Bisection and BSTA, E

Both OJ	Problem Title	CP4
distributingseats	distributingseats	3.4a, Greedy (Classical)
intervalscheduling	intervalscheduling	3.4a, Greedy (Classical)
hotsprings	<u>hotsprings</u>	3.4b, Involving Sorting, E
toflur	<u>toflur</u>	3.4b, Involving Sorting, E
universityzoning	<u>universityzoning</u>	3.4b, Involving Sorting, E
knitpicking	knitpicking	3.4e, Non Classical, Easier
fieldtrip	<u>fieldtrip</u>	3.5a, Max 1D/2D Range Sum
nered	<u>nered</u>	3.5a, Max 1D/2D Range Sum
curveknights	<u>curveknights</u>	4.2d, Topological Sort
bryr	<u>bryr</u>	4.4b, SSSP, BFS, Harder
escapewallmaria	<u>escapewallmaria</u>	4.4b, SSSP, BFS, Harder
appealtotheaudience	<u>appealtotheaudience</u>	4.6d, Tree
eulerian	<u>eulerian</u>	4.6f, Eulerian Graph
lastminute	<u>lastminute</u>	5.2a, Finding Formula, Easier
malfunctioningrobot	malfunctioningrobot	5.2a, Finding Formula, Easier
pleasegofirst	<u>pleasegofirst</u>	5.2b, Finding Formula, Harder
pyramidkonstruktion	<u>pyramidkonstruktion</u>	5.2b, Finding Formula, Harder
arithmeticdecoding	arithmeticdecoding	5.2c, Base Number Conversion
hammingellipses	<u>hammingellipses</u>	5.2h, Polynomial
bestrational	<u>bestrational</u>	5.2i, Fractions
locustlocus	<u>locustlocus</u>	5.3f, GCD and/or LCM
jazzitup	<u>jazzitup</u>	5.3k, Divisibility Test
shortcut	<u>shortcut</u>	5.3k, Divisibility Test
deceptivedice	<u>deceptivedice</u>	5.5a, Probability, Easier

Both OJ	Problem Title	CP4
expectedearnings	<u>expectedearnings</u>	5.5a, Probability, Easier
alexandbarb	<u>alexandbarb</u>	5.7a, Game Theory (Basic)
breakingbranches	<u>breakingbranches</u>	5.7a, Game Theory (Basic)
overthehill1	overthehill1	6.2a, Cipher, Harder
zyxab	<u>zyxab</u>	6.2e, String Comparison
baza	<u>baza</u>	6.5a, Suffix Trie/Tree/Array
jointjogjam	<u>jointjogjam</u>	7.2a, Points
triarea	<u>triarea</u>	7.2e, Triangles + Circles
armcoordination	<u>armcoordination</u>	7.2f, Quadrilaterals
squarepeg	<u>squarepeg</u>	7.2f, Quadrilaterals
sumdoku	<u>sumdoku</u>	8.2a, Harder Backtracking
quantum	<u>quantum</u>	8.2d, State-Space, Dijkstra
paths	paths	8.3d, DP with Bitmask
bigboxes	<u>bigboxes</u>	8.7a, BSTA+Other, Easier
canyoncrossing	canyoncrossing	8.7a, BSTA+Other, Easier
caveexploration2	<u>caveexploration2</u>	8.7c, Fast DS+Other, Easier
conquest	<u>conquest</u>	8.7c, Fast DS+Other, Easier
simplecronspec	simplecronspec	8.7c, Fast DS+Other, Easier
catcoat	catcoat	8.7d, Fast DS+Other, Harder
highwaytomountfansipan	<u>highwaytomountfansipan</u>	8.7h, Mathematics+Other
jobbyte	<u>jobbyte</u>	8.7h, Mathematics+Other
youbethejudge	<u>youbethejudge</u>	8.7h, Mathematics+Other
icpccamp	<u>icpccamp</u>	8.7k, Three++ Components, E
arrayofdiscord	<u>arrayofdiscord</u>	9.cons, Construction

Both OJ	Problem Title	CP4
knapsackpacking	knapsackpacking	9.cons, Construction
reconstructingtapeart	<u>reconstructingtapeart</u>	9.cons, Construction
accessdenied	<u>accessdenied</u>	9.inte, Interactive Problem
julmust	julmust	9.inte, Interactive Problem
ninetynine	ninetynine	9.inte, Interactive Problem
inquiryi	<u>inquiryi</u>	9.slid, Sliding Window
martiandna	<u>martiandna</u>	9.slid, Sliding Window
treeshopping	<u>treeshopping</u>	9.slid, Sliding Window
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