



# 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: NUS CS4234 : Optimisation Algorithms level: Complete Search (small instances), DP (esp Pseudo-Polynomial versions), NP-hard Problems, Max Flow, Graph Matching (+Weighted MCBM), Linear Programming

Problem Quality: Starred

Number of problems shown (initially in CP4 order): 78

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**

























01213
































[Sum of Different Primes](#)

3.5c, 0-1 KNAPSACK

Both OJ	Problem Title	CP4
10130	 <a href="#">SuperSale</a>	3.5c, 0-1 KNAPSACK
11566	 <a href="#">Let's Yum Cha!</a>	3.5c, 0-1 KNAPSACK
11832	 <a href="#">Account Book</a>	3.5c, 0-1 KNAPSACK
knapsack	 <a href="#">knapsack</a>	3.5c, 0-1 KNAPSACK
orders	 <a href="#">orders</a>	3.5c, 0-1 KNAPSACK
presidentialelections	 <a href="#">presidentialelections</a>	3.5c, 0-1 KNAPSACK
00242	 <a href="#">Stamps and Envelope Size</a>	3.5d, COIN-CHANGE
00674	 <a href="#">Coin Change</a>	3.5d, COIN-CHANGE
10448	 <a href="#">Unique World</a>	3.5d, COIN-CHANGE
11259	 <a href="#">Coin Changing Again</a>	3.5d, COIN-CHANGE
bagoftiles	 <a href="#">bagoftiles</a>	3.5d, COIN-CHANGE
canonical	 <a href="#">canonical</a>	3.5d, COIN-CHANGE
exactchange2	 <a href="#">exactchange2</a>	3.5d, COIN-CHANGE
00216	 <a href="#">Getting in Line</a>	3.5e, TSP
11795	 <a href="#">Mega Man's Mission</a>	3.5e, TSP
12841	 <a href="#">In Puzzleland (III)</a>	3.5e, TSP
beepers	 <a href="#">beepers</a>	3.5e, TSP
bustour	 <a href="#">bustour</a>	3.5e, TSP
cycleseasy	 <a href="#">cycleseasy</a>	3.5e, TSP
errands	 <a href="#">errands</a>	3.5e, TSP
00670	 <a href="#">The dog task</a>	4.6e, Bipartite Graph
11138	 <a href="#">Nuts and Bolts</a>	4.6e, Bipartite Graph
12644	 <a href="#">Vocabulary</a>	4.6e, Bipartite Graph
12668	 <a href="#">Attacking rooks</a>	4.6e, Bipartite Graph

Both OJ	Problem Title	CP4
<i>bookclub</i>	 <a href="#"><u>bookclub</u></a>	4.6e, Bipartite Graph
<i>escapeplan</i>	 <a href="#"><u>escapeplan</u></a>	4.6e, Bipartite Graph
<i>flippingcards</i>	 <a href="#"><u>flippingcards</u></a>	4.6e, Bipartite Graph
00820	 <a href="#"><u>Internet Bandwidth</u></a>	8.4a, Network Flow, Standard
11167	 <a href="#"><u>Monkeys in the Emei Mounta...</u></a>	8.4a, Network Flow, Standard
11418	 <a href="#"><u>Clever Naming Patterns</u></a>	8.4a, Network Flow, Standard
12873	 <a href="#"><u>The Programmers</u></a>	8.4a, Network Flow, Standard
<i>maxflow</i>	 <a href="#"><u>maxflow</u></a>	8.4a, Network Flow, Standard
<i>mazemovement</i>	 <a href="#"><u>mazemovement</u></a>	8.4a, Network Flow, Standard
<i>mincut</i>	 <a href="#"><u>mincut</u></a>	8.4a, Network Flow, Standard
00563	 <a href="#"><u>Crimewave</u></a>	8.4b, Network Flow, Variants
11380	 <a href="#"><u>Down Went The Titanic</u></a>	8.4b, Network Flow, Variants
11757	 <a href="#"><u>Winger Trial</u></a>	8.4b, Network Flow, Variants
11765	 <a href="#"><u>Component Placement</u></a>	8.4b, Network Flow, Variants
<i>avoidingtheapocalypse</i>	 <a href="#"><u>avoidingtheapocalypse</u></a>	8.4b, Network Flow, Variants
<i>thekingofthenorth</i>	 <a href="#"><u>thekingofthenorth</u></a>	8.4b, Network Flow, Variants
<i>transportation</i>	 <a href="#"><u>transportation</u></a>	8.4b, Network Flow, Variants
00989	 <a href="#"><u>Su Doku</u></a>	8.6a, NP-hard/C, small, E
11088	 <a href="#"><u>End up with More Teams</u></a>	8.6a, NP-hard/C, small, E
12455	 <a href="#"><u>Bars</u></a>	8.6a, NP-hard/C, small, E
<i>equalsumseasy</i>	 <a href="#"><u>equalsumseasy</u></a>	8.6a, NP-hard/C, small, E
<i>flowfree</i>	 <a href="#"><u>flowfree</u></a>	8.6a, NP-hard/C, small, E
<i>font</i>	 <a href="#"><u>font</u></a>	8.6a, NP-hard/C, small, E
<i>socialadvertising</i>	 <a href="#"><u>socialadvertising</u></a>	8.6a, NP-hard/C, small, E

Both OJ	Problem Title	CP4
01098	 <a href="#">Robots on Ice</a>	8.6b, NP-hard/C, small, H
10571	 <a href="#">Products</a>	8.6b, NP-hard/C, small, H
11095	 <a href="#">Tabriz City</a>	8.6b, NP-hard/C, small, H
12911	 <a href="#">Subset sum</a>	8.6b, NP-hard/C, small, H
beanbag	 <a href="#">beanbag</a>	8.6b, NP-hard/C, small, H
busplanning	 <a href="#">busplanning</a>	8.6b, NP-hard/C, small, H
programmingteamselection	 <a href="#">programmingteamselection</a>	8.6b, NP-hard/C, small, H
01347	 <a href="#">Tour</a>	8.6c, NP-hard/C, special, E
10859	 <a href="#">Placing Lampposts</a>	8.6c, NP-hard/C, special, E
11159	 <a href="#">Factors and Multiples</a>	8.6c, NP-hard/C, special, E
11357	 <a href="#">Ensuring Truth</a>	8.6c, NP-hard/C, special, E
bilateral	 <a href="#">bilateral</a>	8.6c, NP-hard/C, special, E
europeantrip	 <a href="#">europeantrip</a>	8.6c, NP-hard/C, special, E
reactivity	 <a href="#">reactivity</a>	8.6c, NP-hard/C, special, E
01086	 <a href="#">The Ministers' Major Mess</a>	8.6d, NP-hard/C, special, H
01096	 <a href="#">The Islands</a>	8.6d, NP-hard/C, special, H
01184	 <a href="#">Air Raid</a>	8.6d, NP-hard/C, special, H
01212	 <a href="#">Duopoly</a>	8.6d, NP-hard/C, special, H
jailbreak	 <a href="#">jailbreak</a>	8.6d, NP-hard/C, special, H
ridofcoins	 <a href="#">ridofcoins</a>	8.6d, NP-hard/C, special, H
wedding	 <a href="#">wedding</a>	8.6d, NP-hard/C, special, H
01045	 <a href="#">The Great Wall Game</a>	9.kuhn, Kuhn-Munkres
10746	 <a href="#">Crime Wave - The Sequel</a>	9.kuhn, Kuhn-Munkres
10888	 <a href="#">Warehouse</a>	9.kuhn, Kuhn-Munkres

Both OJ	Problem Title	CP4
11553	 <a href="#">Grid Game</a>	9.kuhn, Kuhn-Munkres
aqueducts	 <a href="#">aqueducts</a>	9.kuhn, Kuhn-Munkres
engaging	 <a href="#">engaging</a>	9.kuhn, Kuhn-Munkres
cheeseifyouplease	 <a href="#">cheeseifyouplease</a>	9.line, Linear Programming
maximumrent	 <a href="#">maximumrent</a>	9.line, Linear Programming

Showing 1 to 78 of 78 entries

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Last

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[CP3 \(eBook - will be phased out\)](#)

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