



# 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 1 : Introduction only

Problem Quality: All

Number of problems shown (initially in CP4 order): 510

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
10071	 <a href="#">Back to High School Physic...</a>	1.4a, I/O + Sequences Only
11614	 <a href="#">Etruscan Warriors Never Pl...</a>	1.4a, I/O + Sequences Only
11805	 <a href="#">Bafana Bafana</a>	1.4a, I/O + Sequences Only

























Both OJ	Problem Title	CP4
12478	 <a href="#">Hardest Problem Ever (Easy...</a>	1.4a, I/O + Sequences Only
13025	 <a href="#">Back to the Past</a>	1.4a, I/O + Sequences Only
addtwonumbers	 <a href="#">addtwonumbers</a>	1.4a, I/O + Sequences Only
carrots	 <a href="#">carrots</a>	1.4a, I/O + Sequences Only
digitswap	 <a href="#">digitswap</a>	1.4a, I/O + Sequences Only
echoechoecho	 <a href="#">echoechoecho</a>	1.4a, I/O + Sequences Only
faktor	 <a href="#">faktor</a>	1.4a, I/O + Sequences Only
gcvwr	 <a href="#">gcvwr</a>	1.4a, I/O + Sequences Only
greetings2	 <a href="#">greetings2</a>	1.4a, I/O + Sequences Only
hello	 <a href="#">hello</a>	1.4a, I/O + Sequences Only
jackolanternjuxtaposition	 <a href="#">jackolanternjuxtaposition</a>	1.4a, I/O + Sequences Only
planina	 <a href="#">planina</a>	1.4a, I/O + Sequences Only
r2	 <a href="#">r2</a>	1.4a, I/O + Sequences Only
romans	 <a href="#">romans</a>	1.4a, I/O + Sequences Only
thelastproblem	 <a href="#">thelastproblem</a>	1.4a, I/O + Sequences Only
twosum	 <a href="#">twosum</a>	1.4a, I/O + Sequences Only
01124	 <a href="#">Celebrity jeopardy</a>	1.4b, Repetition Only
10055	 <a href="#">Hashmat the Brave Warrior</a>	1.4b, Repetition Only
11044	 <a href="#">Searching for Nessy</a>	1.4b, Repetition Only
11547	 <a href="#">Automatic Answer</a>	1.4b, Repetition Only
different	 <a href="#">different</a>	1.4b, Repetition Only
jumbojavelin	 <a href="#">jumbojavelin</a>	1.4b, Repetition Only
nsum	 <a href="#">nsum</a>	1.4b, Repetition Only
qaly	 <a href="#">qaly</a>	1.4b, Repetition Only

























Both OJ	Problem Title	CP4
ratingproblems	 <a href="#">ratingproblems</a>	1.4b, Repetition Only
tarifa	 <a href="#">tarifa</a>	1.4b, Repetition Only
timeloop	 <a href="#">timeloop</a>	1.4b, Repetition Only
conteststruggles	 <a href="#">conteststruggles</a>	1.4c, Selection Only
fyi	 <a href="#">fyi</a>	1.4c, Selection Only
grading	 <a href="#">grading</a>	1.4c, Selection Only
isithalloween	 <a href="#">isithalloween</a>	1.4c, Selection Only
judgingmoose	 <a href="#">judgingmoose</a>	1.4c, Selection Only
laptopsticker	 <a href="#">laptopsticker</a>	1.4c, Selection Only
moscowdream	 <a href="#">moscowdream</a>	1.4c, Selection Only
onechicken	 <a href="#">onechicken</a>	1.4c, Selection Only
provincesandgold	 <a href="#">provincesandgold</a>	1.4c, Selection Only
quadrant	 <a href="#">quadrant</a>	1.4c, Selection Only
sorttwonumbers	 <a href="#">sorttwonumbers</a>	1.4c, Selection Only
temperature	 <a href="#">temperature</a>	1.4c, Selection Only
vajningsplikt	 <a href="#">vajningsplikt</a>	1.4c, Selection Only
00621	 <a href="#">Secret Research</a>	1.4d, Multiple TC + Selection
11172	 <a href="#">Relational Operator</a>	1.4d, Multiple TC + Selection
11723	 <a href="#">Numbering Roads</a>	1.4d, Multiple TC + Selection
11727	 <a href="#">Cost Cutting</a>	1.4d, Multiple TC + Selection
12250	 <a href="#">Language Detection</a>	1.4d, Multiple TC + Selection
12289	 <a href="#">One-Two-Three</a>	1.4d, Multiple TC + Selection
12372	 <a href="#">Packing for Holiday</a>	1.4d, Multiple TC + Selection
12468	 <a href="#">Zapping</a>	1.4d, Multiple TC + Selection

Both OJ	Problem Title	CP4
12577	 <a href="#">Hajj-e-Akbar</a>	1.4d, Multiple TC + Selection
12646	 <a href="#">Zero or One</a>	1.4d, Multiple TC + Selection
12917	 <a href="#">Prop hunt!</a>	1.4d, Multiple TC + Selection
astrologicalsign	 <a href="#">astrologicalsign</a>	1.4d, Multiple TC + Selection
eligibility	 <a href="#">eligibility</a>	1.4d, Multiple TC + Selection
helpaphd	 <a href="#">helpaphd</a>	1.4d, Multiple TC + Selection
leftbeehind	 <a href="#">leftbeehind</a>	1.4d, Multiple TC + Selection
nastyhacks	 <a href="#">nastyhacks</a>	1.4d, Multiple TC + Selection
numberfun	 <a href="#">numberfun</a>	1.4d, Multiple TC + Selection
oddities	 <a href="#">oddities</a>	1.4d, Multiple TC + Selection
00272	 <a href="#">TEX Quotes</a>	1.4e, Control Flow
10300	 <a href="#">Ecological Premium</a>	1.4e, Control Flow
11364	 <a href="#">Parking</a>	1.4e, Control Flow
11498	 <a href="#">Division of Nlogonia</a>	1.4e, Control Flow
11764	 <a href="#">Jumping Mario</a>	1.4e, Control Flow
11799	 <a href="#">Horror Dash</a>	1.4e, Control Flow
12279	 <a href="#">Emoogle Balance</a>	1.4e, Control Flow
12403	 <a href="#">Save Setu</a>	1.4e, Control Flow
13012	 <a href="#">Identifying tea</a>	1.4e, Control Flow
13034	 <a href="#">Solve Everything :-)</a>	1.4e, Control Flow
13130	 <a href="#">Cacho</a>	1.4e, Control Flow
babybites	 <a href="#">babybites</a>	1.4e, Control Flow
basketballoneonone	 <a href="#">basketballoneonone</a>	1.4e, Control Flow
brokencalculator	 <a href="#">brokencalculator</a>	1.4e, Control Flow

























Both OJ	Problem Title	CP4
cinema	 <a href="#">cinema</a>	1.4e, Control Flow
cinema2	 <a href="#">cinema2</a>	1.4e, Control Flow
cold	 <a href="#">cold</a>	1.4e, Control Flow
earlywinter	 <a href="#">earlywinter</a>	1.4e, Control Flow
espresso	 <a href="#">espresso</a>	1.4e, Control Flow
<i>fizzbuzz</i>	 <a href="#">fizzbuzz</a>	<i>1.4e, Control Flow</i>
fizzbuzz2	 <a href="#">fizzbuzz2</a>	1.4e, Control Flow
fromatob	 <a href="#">fromatob</a>	1.4e, Control Flow
jobexpenses	 <a href="#">jobexpenses</a>	1.4e, Control Flow
<i>licensetolaunch</i>	 <a href="#">licensetolaunch</a>	<i>1.4e, Control Flow</i>
mult	 <a href="#">mult</a>	1.4e, Control Flow
oddecho	 <a href="#">oddecho</a>	1.4e, Control Flow
<i>oddgnome</i>	 <a href="#">oddgnome</a>	<i>1.4e, Control Flow</i>
skruop	 <a href="#">skruop</a>	1.4e, Control Flow
smil	 <a href="#">smil</a>	1.4e, Control Flow
speeding	 <a href="#">speeding</a>	1.4e, Control Flow
speedlimit	 <a href="#">speedlimit</a>	1.4e, Control Flow
spellingbee	 <a href="#">spellingbee</a>	1.4e, Control Flow
stararrangements	 <a href="#">stararrangements</a>	1.4e, Control Flow
<i>statistics</i>	 <a href="#">statistics</a>	<i>1.4e, Control Flow</i>
thanos	 <a href="#">thanos</a>	1.4e, Control Flow
tornbygge	 <a href="#">tornbygge</a>	1.4e, Control Flow
zanzibar	 <a href="#">zanzibar</a>	1.4e, Control Flow
01709	 <a href="#">Amalgamated Artichokes</a>	1.4f, Function

























Both OJ	Problem Title	CP4
10424	 <a href="#">Love Calculator</a>	1.4f, Function
10550	 <a href="#">Combination Lock</a>	1.4f, Function
11078	 <a href="#">Open Credit System</a>	1.4f, Function
11332	 <a href="#">Summing Digits</a>	1.4f, Function
11687	 <a href="#">Digits</a>	1.4f, Function
abc	 <a href="#">abc</a>	1.4f, Function
arithmeticfunctions	 <a href="#">arithmeticfunctions</a>	1.4f, Function
artichoke	 <a href="#">artichoke</a>	1.4f, Function
combinationlock	 <a href="#">combinationlock</a>	1.4f, Function
digits	 <a href="#">digits</a>	1.4f, Function
filip	 <a href="#">filip</a>	1.4f, Function
logicfunctions	 <a href="#">logicfunctions</a>	1.4f, Function
mia	 <a href="#">mia</a>	1.4f, Function
sifferprodukt	 <a href="#">sifferprodukt</a>	1.4f, Function
treasurehunt	 <a href="#">treasurehunt</a>	1.4f, Function
01585	 <a href="#">Score</a>	1.4g, 1D Array, Easier
11679	 <a href="#">Sub-prime</a>	1.4g, 1D Array, Easier
11942	 <a href="#">Lumberjack Sequencing</a>	1.4g, 1D Array, Easier
12015	 <a href="#">Google is Feeling Lucky</a>	1.4g, 1D Array, Easier
acm	 <a href="#">acm</a>	1.4g, 1D Array, Easier
cetiri	 <a href="#">cetiri</a>	1.4g, 1D Array, Easier
cutinline	 <a href="#">cutinline</a>	1.4g, 1D Array, Easier
finalexam2	 <a href="#">finalexam2</a>	1.4g, 1D Array, Easier
forcedchoice	 <a href="#">forcedchoice</a>	1.4g, 1D Array, Easier

























Both OJ	Problem Title	CP4
hothike	 <a href="#">hothike</a>	1.4g, 1D Array, Easier
lineup	 <a href="#">lineup</a>	1.4g, 1D Array, Easier
lostlineup	 <a href="#">lostlineup</a>	1.4g, 1D Array, Easier
ofugsnuid	 <a href="#">ofugsnuid</a>	1.4g, 1D Array, Easier
trainboarding	 <a href="#">trainboarding</a>	1.4g, 1D Array, Easier
vaccineefficacy	 <a href="#">vaccineefficacy</a>	1.4g, 1D Array, Easier
vectorfunctions	 <a href="#">vectorfunctions</a>	1.4g, 1D Array, Easier
01641	 <a href="#">ASCII Area</a>	1.4h, Easy
10963	 <a href="#">The Swallowing Ground</a>	1.4h, Easy
12503	 <a href="#">Robot Instructions</a>	1.4h, Easy
12554	 <a href="#">A Special "Happy Birthday"...</a>	1.4h, Easy
12658	 <a href="#">Character Recognition?</a>	1.4h, Easy
12696	 <a href="#">Cabin Baggage</a>	1.4h, Easy
12750	 <a href="#">Keep Rafa at Chelsea</a>	1.4h, Easy
12798	 <a href="#">Handball</a>	1.4h, Easy
armystrengtheasy	 <a href="#">armystrengtheasy</a>	1.4h, Easy
armystrengthhard	 <a href="#">armystrengthhard</a>	1.4h, Easy
batterup	 <a href="#">batterup</a>	1.4h, Easy
brokenswords	 <a href="#">brokenswords</a>	1.4h, Easy
drinkingsong	 <a href="#">drinkingsong</a>	1.4h, Easy
findingana	 <a href="#">findingana</a>	1.4h, Easy
hangingout	 <a href="#">hangingout</a>	1.4h, Easy
hissingmicrophone	 <a href="#">hissingmicrophone</a>	1.4h, Easy
methodicmultiplication	 <a href="#">methodicmultiplication</a>	1.4h, Easy

























Both OJ	Problem Title	CP4
mosquito	 <a href="#">mosquito</a>	1.4h, Easy
<a href="#">nop</a>	 <a href="#">nop</a>	1.4h, Easy
<i>pokerhand</i>	 <a href="#">pokerhand</a>	1.4h, Easy
ptice	 <a href="#">ptice</a>	1.4h, Easy
sevenwonders	 <a href="#">sevenwonders</a>	1.4h, Easy
<a href="#">stopwatch</a>	 <a href="#">stopwatch</a>	1.4h, Easy
volim	 <a href="#">volim</a>	1.4h, Easy
yinyangstones	 <a href="#">yinyangstones</a>	1.4h, Easy
10114	 <a href="#">Loansome Car Buyer</a>	1.4i, Still Easy
10141	 <a href="#">Request for Proposal</a>	1.4i, Still Easy
10324	 <a href="#">Zeros and Ones</a>	1.4i, Still Easy
10919	 <a href="#">Prerequisites?</a>	1.4i, Still Easy
<i>11559</i>	 <a href="#">Event Planning</a>	1.4i, Still Easy
11586	 <a href="#">Train Tracks</a>	1.4i, Still Easy
11661	 <a href="#">Burger Time?</a>	1.4i, Still Easy
<i>11683</i>	 <a href="#">Laser Sculpture</a>	1.4i, Still Easy
<i>11786</i>	 <a href="#">Global Raining at Bididibu...</a>	1.4i, Still Easy
12614	 <a href="#">Earn For Future</a>	1.4i, Still Easy
13007	 <a href="#">D as in Daedalus</a>	1.4i, Still Easy
<a href="#">architecture</a>	 <a href="#">architecture</a>	1.4i, Still Easy
<i>bossbattle</i>	 <a href="#">bossbattle</a>	1.4i, Still Easy
boundingrobots	 <a href="#">boundingrobots</a>	1.4i, Still Easy
<i>bubbletea</i>	 <a href="#">bubbletea</a>	1.4i, Still Easy
climbingstairs	 <a href="#">climbingstairs</a>	1.4i, Still Easy



















































Both OJ	Problem Title	CP4
deathtaxes	 <a href="#">deathtaxes</a>	1.4i, Still Easy
driversdilemma	 <a href="#">driversdilemma</a>	1.4i, Still Easy
eventplanning	 <a href="#">eventplanning</a>	1.4i, Still Easy
exactlyelectrical	 <a href="#">exactlyelectrical</a>	1.4i, Still Easy
eyeofsauron	 <a href="#">eyeofsauron</a>	1.4i, Still Easy
missingnumbers	 <a href="#">missingnumbers</a>	1.4i, Still Easy
<i>peasoup</i>	 <a href="#">peasoup</a>	<i>1.4i, Still Easy</i>
prerequisites	 <a href="#">prerequisites</a>	1.4i, Still Easy
pyramids	 <a href="#">pyramids</a>	1.4i, Still Easy
sok	 <a href="#">sok</a>	1.4i, Still Easy
<i>vote</i>	 <a href="#">vote</a>	<i>1.4i, Still Easy</i>
00119	 <a href="#">Greedy Gift Givers</a>	1.4j, Medium
00573	 <a href="#">The Snail</a>	1.4j, Medium
00661	 <a href="#">Blowing Fuses</a>	1.4j, Medium
01237	 <a href="#">Expert Enough?</a>	1.4j, Medium
<i>11507</i>	 <a href="#">Bender B. Rodríguez Proble...</a>	<i>1.4j, Medium</i>
11956	 <a href="#">Brainfuck</a>	1.4j, Medium
<i>12157</i>	 <a href="#">Tariff Plan</a>	<i>1.4j, Medium</i>
12545	 <a href="#">Bits Equalizer</a>	1.4j, Medium
<i>12643</i>	 <a href="#">Tennis Rounds</a>	<i>1.4j, Medium</i>
anotherbrick	 <a href="#">anotherbrick</a>	1.4j, Medium
<i>basicprogramming1</i>	 <a href="#">basicprogramming1</a>	<i>1.4j, Medium</i>
<i>battlesimulation</i>	 <a href="#">battlesimulation</a>	<i>1.4j, Medium</i>
beekeeper	 <a href="#">beekeeper</a>	1.4j, Medium

























Both OJ	Problem Title	CP4
<i>bitsequalizer</i>	 <a href="#"><i>bitsequalizer</i></a>	<i>1.4j, Medium</i>
bottledup	 <a href="#">bottledup</a>	1.4j, Medium
carousel	 <a href="#">carousel</a>	1.4j, Medium
climbingworm	 <a href="#">climbingworm</a>	1.4j, Medium
codecleanups	 <a href="#">codecleanups</a>	1.4j, Medium
cowcrane	 <a href="#">cowcrane</a>	1.4j, Medium
<i>fastfood</i>	 <a href="#"><i>fastfood</i></a>	<i>1.4j, Medium</i>
howl	 <a href="#">howl</a>	1.4j, Medium
shatteredcake	 <a href="#">shatteredcake</a>	1.4j, Medium
utf8	 <a href="#">utf8</a>	1.4j, Medium
00162	 <a href="#">Beggar My Neighbour</a>	1.6a, Game (Card)
00462	 <a href="#">Bridge Hand Evaluator</a>	1.6a, Game (Card)
00555	 <a href="#">Bridge Hands</a>	1.6a, Game (Card)
10205	 <a href="#">Stack 'em Up</a>	1.6a, Game (Card)
10315	 <a href="#">Poker Hands</a>	1.6a, Game (Card)
<i>10388</i>	 <a href="#"><i>Snap</i></a>	<i>1.6a, Game (Card)</i>
<i>10646</i>	 <a href="#"><i>What is the Card?</i></a>	<i>1.6a, Game (Card)</i>
11225	 <a href="#">Tarot scores.</a>	1.6a, Game (Card)
<i>11678</i>	 <a href="#"><i>Cards' Exchange</i></a>	<i>1.6a, Game (Card)</i>
<i>12247</i>	 <a href="#"><i>Jollo</i></a>	<i>1.6a, Game (Card)</i>
12366	 <a href="#">King's Poker</a>	1.6a, Game (Card)
12952	 <a href="#">Tri-du</a>	1.6a, Game (Card)
<i>bela</i>	 <a href="#"><i>bela</i></a>	<i>1.6a, Game (Card)</i>
karte	 <a href="#">karte</a>	1.6a, Game (Card)

























Both OJ	Problem Title	CP4
<i>memorymatch</i>	 <a href="#">memorymatch</a>	1.6a, Game (Card)
<i>shuffling</i>	 <a href="#">shuffling</a>	1.6a, Game (Card)
00255	 <a href="#">Correct Move</a>	1.6b, Game (Chess)
00278	 <a href="#">Chess</a>	1.6b, Game (Chess)
00696	 <a href="#">How Many Knights</a>	1.6b, Game (Chess)
10196	 <a href="#">Check The Check</a>	1.6b, Game (Chess)
10284	 <a href="#">Chessboard in FEN</a>	1.6b, Game (Chess)
10849	 <a href="#">Move the bishop</a>	1.6b, Game (Chess)
11494	 <a href="#">Queen</a>	1.6b, Game (Chess)
bijele	 <a href="#">bijele</a>	1.6b, Game (Chess)
checkmateinone	 <a href="#">checkmateinone</a>	1.6b, Game (Chess)
chess	 <a href="#">chess</a>	1.6b, Game (Chess)
empleh	 <a href="#">empleh</a>	1.6b, Game (Chess)
helpme	 <a href="#">helpme</a>	1.6b, Game (Chess)
hexagonalrooks	 <a href="#">hexagonalrooks</a>	1.6b, Game (Chess)
00340	 <a href="#">Master-Mind Hints</a>	1.6c, Game (Others), Easier
00489	 <a href="#">Hangman Judge</a>	1.6c, Game (Others), Easier
00947	 <a href="#">Master Mind Helper</a>	1.6c, Game (Others), Easier
10189	 <a href="#">Minesweeper</a>	1.6c, Game (Others), Easier
10279	 <a href="#">Mine Sweeper</a>	1.6c, Game (Others), Easier
10409	 <a href="#">Die Game</a>	1.6c, Game (Others), Easier
10530	 <a href="#">Guessing Game</a>	1.6c, Game (Others), Easier
11459	 <a href="#">Snakes and Ladders</a>	1.6c, Game (Others), Easier
12239	 <a href="#">Bingo!</a>	1.6c, Game (Others), Easier

Both OJ	Problem Title	CP4
<i>connectthedots</i>	 <a href="#">connectthedots</a>	<i>1.6c, Game (Others), Easier</i>
<i>gamerank</i>	 <a href="#">gamerank</a>	<i>1.6c, Game (Others), Easier</i>
<i>guessinggame</i>	 <a href="#">guessinggame</a>	<i>1.6c, Game (Others), Easier</i>
<i>trik</i>	 <a href="#">trik</a>	<i>1.6c, Game (Others), Easier</i>
00114	 <a href="#">Simulation Wizardry</a>	<i>1.6d, Game (Others), Harder</i>
00141	 <a href="#">The Spot Game</a>	<i>1.6d, Game (Others), Harder</i>
00220	 <a href="#">Othello</a>	<i>1.6d, Game (Others), Harder</i>
00227	 <a href="#">Puzzle</a>	<i>1.6d, Game (Others), Harder</i>
00232	 <a href="#">Crossword Answers</a>	<i>1.6d, Game (Others), Harder</i>
00339	 <a href="#">SameGame Simulation</a>	<i>1.6d, Game (Others), Harder</i>
00379	 <a href="#">Hi-Q</a>	<i>1.6d, Game (Others), Harder</i>
<i>00584</i>	 <a href="#">Bowling</a>	<i>1.6d, Game (Others), Harder</i>
00647	 <a href="#">Chutes and Ladders</a>	<i>1.6d, Game (Others), Harder</i>
10363	 <a href="#">Tic Tac Toe</a>	<i>1.6d, Game (Others), Harder</i>
10443	 <a href="#">Rock, Scissors, Paper</a>	<i>1.6d, Game (Others), Harder</i>
<i>10813</i>	 <a href="#">Traditional BINGO</a>	<i>1.6d, Game (Others), Harder</i>
10903	 <a href="#">Rock-Paper-Scissors Tourna...</a>	<i>1.6d, Game (Others), Harder</i>
<i>11013</i>	 <a href="#">Get Straight</a>	<i>1.6d, Game (Others), Harder</i>
<i>battleship</i>	 <a href="#">battleship</a>	<i>1.6d, Game (Others), Harder</i>
<i>matchgame</i>	 <a href="#">matchgame</a>	<i>1.6d, Game (Others), Harder</i>
<i>rockpaperscissors</i>	 <a href="#">rockpaperscissors</a>	<i>1.6d, Game (Others), Harder</i>
<i>rockscissorspaper</i>	 <a href="#">rockscissorspaper</a>	<i>1.6d, Game (Others), Harder</i>
<i>tictactoe2</i>	 <a href="#">tictactoe2</a>	<i>1.6d, Game (Others), Harder</i>
<i>turtlemaster</i>	 <a href="#">turtlemaster</a>	<i>1.6d, Game (Others), Harder</i>

























Both OJ	Problem Title	CP4
00362	 <a href="#">18,000 Seconds Remaining</a>	1.6e, Real Life, Easier
00637	 <a href="#">Booklet Printing</a>	1.6e, Real Life, Easier
01586	 <a href="#">Molar mass</a>	1.6e, Real Life, Easier
10082	 <a href="#">WERTYU</a>	1.6e, Real Life, Easier
10554	 <a href="#">Calories from Fat</a>	1.6e, Real Life, Easier
11530	 <a href="#">SMS Typing</a>	1.6e, Real Life, Easier
11744	 <a href="#">Parallel Carry Adder</a>	1.6e, Real Life, Easier
11945	 <a href="#">Financial Management</a>	1.6e, Real Life, Easier
11984	 <a href="#">A Change in Thermal Unit</a>	1.6e, Real Life, Easier
12195	 <a href="#">Jingle Composing</a>	1.6e, Real Life, Easier
12808	 <a href="#">Banning Balconing</a>	1.6e, Real Life, Easier
13151	 <a href="#">Rational Grading</a>	1.6e, Real Life, Easier
calories	 <a href="#">calories</a>	1.6e, Real Life, Easier
chopin	 <a href="#">chopin</a>	1.6e, Real Life, Easier
compass	 <a href="#">compass</a>	1.6e, Real Life, Easier
cprnummer	 <a href="#">cprnummer</a>	1.6e, Real Life, Easier
fbiuniversal	 <a href="#">fbiuniversal</a>	1.6e, Real Life, Easier
heartrate	 <a href="#">heartrate</a>	1.6e, Real Life, Easier
measurement	 <a href="#">measurement</a>	1.6e, Real Life, Easier
parking	 <a href="#">parking</a>	1.6e, Real Life, Easier
trainpassengers	 <a href="#">trainpassengers</a>	1.6e, Real Life, Easier
transitwoes	 <a href="#">transitwoes</a>	1.6e, Real Life, Easier
wertyu	 <a href="#">wertyu</a>	1.6e, Real Life, Easier
00161	 <a href="#">Traffic Lights</a>	1.6f, Real Life, Medium

























Both OJ	Problem Title	CP4
00187	 <a href="#">Transaction Processing</a>	1.6f, Real Life, Medium
00447	 <a href="#">Population Explosion</a>	1.6f, Real Life, Medium
00457	 <a href="#">Linear Cellular Automata</a>	1.6f, Real Life, Medium
00857	 <a href="#">Quantiser</a>	1.6f, Real Life, Medium
10191	 <a href="#">Longest Nap</a>	1.6f, Real Life, Medium
10528	 <a href="#">Major Scales</a>	1.6f, Real Life, Medium
10812	 <a href="#">Beat the Spread!</a>	1.6f, Real Life, Medium
11736	 <a href="#">Debugging RAM</a>	1.6f, Real Life, Medium
11743	 <a href="#">Credit Check</a>	1.6f, Real Life, Medium
12555	 <a href="#">Baby Me</a>	1.6f, Real Life, Medium
beatspread	 <a href="#">beatspread</a>	1.6f, Real Life, Medium
dodecaphony	 <a href="#">dodecaphony</a>	1.6f, Real Life, Medium
luhnchecksum	 <a href="#">luhnchecksum</a>	1.6f, Real Life, Medium
musicalscales	 <a href="#">musicalscales</a>	1.6f, Real Life, Medium
recipes	 <a href="#">recipes</a>	1.6f, Real Life, Medium
score	 <a href="#">score</a>	1.6f, Real Life, Medium
toilet	 <a href="#">toilet</a>	1.6f, Real Life, Medium
wordcloud	 <a href="#">wordcloud</a>	1.6f, Real Life, Medium
00139	 <a href="#">Telephone Tangles</a>	1.6g, Real Life, Harder
00145	 <a href="#">Gondwanaland Telecom</a>	1.6g, Real Life, Harder
00333	 <a href="#">Recognizing Good ISBNs</a>	1.6g, Real Life, Harder
00346	 <a href="#">Getting Chorded</a>	1.6g, Real Life, Harder
00403	 <a href="#">Postscript</a>	1.6g, Real Life, Harder
00448	 <a href="#">OOPS!</a>	1.6g, Real Life, Harder

























Both OJ	Problem Title	CP4
00449	 <a href="#">Majoring in Scales</a>	1.6g, Real Life, Harder
00538	 <a href="#">Balancing Bank Accounts</a>	1.6g, Real Life, Harder
00706	 <a href="#">LC-Display</a>	1.6g, Real Life, Harder
01061	 <a href="#">Consanguine Calculations</a>	1.6g, Real Life, Harder
01091	 <a href="#">Barcodes</a>	1.6g, Real Life, Harder
10415	 <a href="#">Eb Alto Saxophone Player</a>	1.6g, Real Life, Harder
10659	 <a href="#">Fitting Text into Slides</a>	1.6g, Real Life, Harder
11223	 <a href="#">O: dah dah dah!</a>	1.6g, Real Life, Harder
11279	 <a href="#">Keyboard Comparison</a>	1.6g, Real Life, Harder
12342	 <a href="#">Tax Calculator</a>	1.6g, Real Life, Harder
12394	 <a href="#">Peer Review</a>	1.6g, Real Life, Harder
bungeejumping	 <a href="#">bungeejumping</a>	1.6g, Real Life, Harder
creditcard	 <a href="#">creditcard</a>	1.6g, Real Life, Harder
saxophone	 <a href="#">saxophone</a>	1.6g, Real Life, Harder
tenis	 <a href="#">tenis</a>	1.6g, Real Life, Harder
touchscreenkeyboard	 <a href="#">touchscreenkeyboard</a>	1.6g, Real Life, Harder
workout	 <a href="#">workout</a>	1.6g, Real Life, Harder
00579	 <a href="#">Clock Hands</a>	1.6h, Time, Easier
00893	 <a href="#">Y3K Problem</a>	1.6h, Time, Easier
10683	 <a href="#">The decadary watch</a>	1.6h, Time, Easier
11219	 <a href="#">How old are you?</a>	1.6h, Time, Easier
11356	 <a href="#">Dates</a>	1.6h, Time, Easier
11650	 <a href="#">Mirror Clock</a>	1.6h, Time, Easier
11677	 <a href="#">Alarm Clock</a>	1.6h, Time, Easier

























Both OJ	Problem Title	CP4
11958	 <a href="#">Coming Home</a>	1.6h, Time, Easier
12019	 <a href="#">Doom's Day Algorithm</a>	1.6h, Time, Easier
12136	 <a href="#">Schedule of a Married Man</a>	1.6h, Time, Easier
12148	 <a href="#">Electricity</a>	1.6h, Time, Easier
12531	 <a href="#">Hours and Minutes</a>	1.6h, Time, Easier
13275	 <a href="#">Leap Birthdays</a>	1.6h, Time, Easier
datum	 <a href="#">datum</a>	1.6h, Time, Easier
friday	 <a href="#">friday</a>	1.6h, Time, Easier
justamminute	 <a href="#">justamminute</a>	1.6h, Time, Easier
marswindow	 <a href="#">marswindow</a>	1.6h, Time, Easier
savingdaylight	 <a href="#">savingdaylight</a>	1.6h, Time, Easier
spavanac	 <a href="#">spavanac</a>	1.6h, Time, Easier
00150	 <a href="#">Double Time</a>	1.6i, Time, Harder
00158	 <a href="#">Calendar</a>	1.6i, Time, Harder
00170	 <a href="#">Clock Patience</a>	1.6i, Time, Harder
00300	 <a href="#">Maya Calendar</a>	1.6i, Time, Harder
00602	 <a href="#">What Day Is It?</a>	1.6i, Time, Harder
10070	 <a href="#">Leap Year or Not Leap Year...</a>	1.6i, Time, Harder
10339	 <a href="#">Watching Watches</a>	1.6i, Time, Harder
10371	 <a href="#">Time Zones</a>	1.6i, Time, Harder
10942	 <a href="#">Can of Beans</a>	1.6i, Time, Harder
11947	 <a href="#">Cancer or Scorpio</a>	1.6i, Time, Harder
12439	 <a href="#">February 29</a>	1.6i, Time, Harder
12822	 <a href="#">Extraordinarily large LED</a>	1.6i, Time, Harder



















































Both OJ	Problem Title	CP4
<i>bestbefore</i>	 <a href="#">bestbefore</a>	1.6i, Time, Harder
<i>birthdayboy</i>	 <a href="#">birthdayboy</a>	1.6i, Time, Harder
<i>busyschedule</i>	 <a href="#">busyschedule</a>	1.6i, Time, Harder
<i>dst</i>	 <a href="#">dst</a>	1.6i, Time, Harder
<i>natrij</i>	 <a href="#">natrij</a>	1.6i, Time, Harder
<i>semafori</i>	 <a href="#">semafori</a>	1.6i, Time, Harder
<i>tgif</i>	 <a href="#">tgif</a>	1.6i, Time, Harder
<i>timezones</i>	 <a href="#">timezones</a>	1.6i, Time, Harder
<i>00185</i>	 <a href="#">Roman Numerals</a>	1.6j, Roman Numerals
<i>00344</i>	 <a href="#">Roman Digititis</a>	1.6j, Roman Numerals
<i>00759</i>	 <a href="#">The Return of the Roman Em...</a>	1.6j, Roman Numerals
<i>11616</i>	 <a href="#">Roman Numerals</a>	1.6j, Roman Numerals
<i>12397</i>	 <a href="#">Roman Numerals</a>	1.6j, Roman Numerals
<i>rimski</i>	 <a href="#">rimski</a>	1.6j, Roman Numerals
<i>romanholidays</i>	 <a href="#">romanholidays</a>	1.6j, Roman Numerals
<i>00444</i>	 <a href="#">Encoder and Decoder</a>	1.6k, Cipher, Easier
<i>00458</i>	 <a href="#">The Decoder</a>	1.6k, Cipher, Easier
<i>00641</i>	 <a href="#">Do the Untwist</a>	1.6k, Cipher, Easier
<i>00795</i>	 <a href="#">Sandorf's Cipher</a>	1.6k, Cipher, Easier
<i>00865</i>	 <a href="#">Substitution Cypher</a>	1.6k, Cipher, Easier
<i>01339</i>	 <a href="#">Ancient Cipher</a>	1.6k, Cipher, Easier
<i>10019</i>	 <a href="#">Funny Encryption Method</a>	1.6k, Cipher, Easier
<i>10222</i>	 <a href="#">Decode the Mad man</a>	1.6k, Cipher, Easier
<i>10851</i>	 <a href="#">2D Hieroglyphs decoder</a>	1.6k, Cipher, Easier




Both OJ	Problem Title	CP4
10878	 <a href="#">Decode the tape</a>	1.6k, Cipher, Easier
10896	 <a href="#">Known Plaintext Attack</a>	1.6k, Cipher, Easier
10921	 <a href="#">Find the Telephone</a>	1.6k, Cipher, Easier
11220	 <a href="#">Decoding the message.</a>	1.6k, Cipher, Easier
11278	 <a href="#">One-Handed Typist</a>	1.6k, Cipher, Easier
11541	 <a href="#">Decoding</a>	1.6k, Cipher, Easier
11946	 <a href="#">Code Number</a>	1.6k, Cipher, Easier
12896	 <a href="#">Mobile SMS</a>	1.6k, Cipher, Easier
13107	 <a href="#">Royale With Cheese</a>	1.6k, Cipher, Easier
13145	 <a href="#">Wuymul Wixcha</a>	1.6k, Cipher, Easier
conundrum	 <a href="#">conundrum</a>	1.6k, Cipher, Easier
drmmessages	 <a href="#">drmmessages</a>	1.6k, Cipher, Easier
drunkvigenere	 <a href="#">drunkvigenere</a>	1.6k, Cipher, Easier
encodedmessage	 <a href="#">encodedmessage</a>	1.6k, Cipher, Easier
kemija08	 <a href="#">kemija08</a>	1.6k, Cipher, Easier
keytocrypto	 <a href="#">keytocrypto</a>	1.6k, Cipher, Easier
reverserot	 <a href="#">reverserot</a>	1.6k, Cipher, Easier
runlengthencodingrun	 <a href="#">runlengthencodingrun</a>	1.6k, Cipher, Easier
t9spelling	 <a href="#">t9spelling.</a>	1.6k, Cipher, Easier
00245	 <a href="#">Uncompress</a>	1.6l, Cipher, Medium
00483	 <a href="#">Word Scramble</a>	1.6l, Cipher, Medium
00492	 <a href="#">Pig-Latin</a>	1.6l, Cipher, Medium
00632	 <a href="#">Compression (II).</a>	1.6l, Cipher, Medium
00739	 <a href="#">Soundex Indexing</a>	1.6l, Cipher, Medium

Both OJ	Problem Title	CP4
00740	 <a href="#">Baudot Data Communication ...</a>	1.6l, Cipher, Medium
11716	 <a href="#">Digital Fortress</a>	1.6l, Cipher, Medium
11787	 <a href="#">Numeral Hieroglyphs</a>	1.6l, Cipher, Medium
anewalphabet	 <a href="#">anewalphabet</a>	1.6l, Cipher, Medium
falsesecurity	 <a href="#">falsesecurity</a>	1.6l, Cipher, Medium
keylogger	 <a href="#">keylogger</a>	1.6l, Cipher, Medium
permcode	 <a href="#">permcode</a>	1.6l, Cipher, Medium
piglatin	 <a href="#">piglatin</a>	1.6l, Cipher, Medium
secretmessage	 <a href="#">secretmessage</a>	1.6l, Cipher, Medium
tajna	 <a href="#">tajna</a>	1.6l, Cipher, Medium
00271	 <a href="#">Simply Syntax</a>	1.6m, Input Parsing (Iter)
00327	 <a href="#">Evaluating Simple C Expres...</a>	1.6m, Input Parsing (Iter)
00391	 <a href="#">Mark-up</a>	1.6m, Input Parsing (Iter)
00397	 <a href="#">Equation Elation</a>	1.6m, Input Parsing (Iter)
00442	 <a href="#">Matrix Chain Multiplicatio...</a>	1.6m, Input Parsing (Iter)
00486	 <a href="#">English-Number Translator</a>	1.6m, Input Parsing (Iter)
00537	 <a href="#">Artificial Intelligence?</a>	1.6m, Input Parsing (Iter)
01200	 <a href="#">A DP Problem</a>	1.6m, Input Parsing (Iter)
10252	 <a href="#">Common Permutation</a>	1.6m, Input Parsing (Iter)
10906	 <a href="#">Strange Integration</a>	1.6m, Input Parsing (Iter)
11148	 <a href="#">Moliu Fractions</a>	1.6m, Input Parsing (Iter)
11878	 <a href="#">Homework Checker</a>	1.6m, Input Parsing (Iter)
12543	 <a href="#">Longest Word</a>	1.6m, Input Parsing (Iter)
12820	 <a href="#">Cool Word</a>	1.6m, Input Parsing (Iter)

Both OJ	Problem Title	CP4
13047	 <a href="#">Arrows</a>	1.6m, Input Parsing (Iter)
13093	 <a href="#">Acronyms</a>	1.6m, Input Parsing (Iter)
<i>autori</i>	 <a href="#">autori</a>	<i>1.6m, Input Parsing (Iter)</i>
genealogical	 <a href="#">genealogical</a>	1.6m, Input Parsing (Iter)
<i>pervasiveheartmonitor</i>	 <a href="#">pervasiveheartmonitor</a>	<i>1.6m, Input Parsing (Iter)</i>
<i>timebomb</i>	 <a href="#">timebomb</a>	<i>1.6m, Input Parsing (Iter)</i>
tripletexting	 <a href="#">tripletexting</a>	1.6m, Input Parsing (Iter)
00110	 <a href="#">Meta-Loopless Sorts</a>	1.6n, Output Formatting, E
00320	 <a href="#">Border</a>	1.6n, Output Formatting, E
00445	 <a href="#">Marvelous Mazes</a>	1.6n, Output Formatting, E
<i>00488</i>	 <a href="#">Triangle Wave</a>	<i>1.6n, Output Formatting, E</i>
00490	 <a href="#">Rotating Sentences</a>	1.6n, Output Formatting, E
<i>01605</i>	 <a href="#">Building for UN</a>	<i>1.6n, Output Formatting, E</i>
10146	 <a href="#">Dictionary</a>	1.6n, Output Formatting, E
<i>10500</i>	 <a href="#">Robot maps</a>	<i>1.6n, Output Formatting, E</i>
10894	 <a href="#">Save Hridoy</a>	1.6n, Output Formatting, E
11074	 <a href="#">Draw Grid</a>	1.6n, Output Formatting, E
11482	 <a href="#">Building a Triangular Muse...</a>	1.6n, Output Formatting, E
11965	 <a href="#">Extra Spaces</a>	1.6n, Output Formatting, E
<i>12364</i>	 <a href="#">In Braille</a>	<i>1.6n, Output Formatting, E</i>
13091	 <a href="#">No Ball</a>	1.6n, Output Formatting, E
<i>display</i>	 <a href="#">display</a>	<i>1.6n, Output Formatting, E</i>
krizaljka	 <a href="#">krizaljka</a>	1.6n, Output Formatting, E
mirror	 <a href="#">mirror</a>	1.6n, Output Formatting, E

Both OJ	Problem Title	CP4
<a href="#">mrcodeformatgrader</a>	 <a href="#">mrcodeformatgrader</a>	1.6n, Output Formatting, E
<a href="#">multiplication</a>	 <a href="#">multiplication</a>	1.6n, Output Formatting, E
<i>musicalnotation</i>	 <a href="#">musicalnotation</a>	1.6n, Output Formatting, E
<a href="#">okvir</a>	 <a href="#">okvir</a>	1.6n, Output Formatting, E
<a href="#">okviri</a>	 <a href="#">okviri</a>	1.6n, Output Formatting, E
<i>skener</i>	 <a href="#">skener</a>	1.6n, Output Formatting, E
<a href="#">ultimatebinarywatch</a>	 <a href="#">ultimatebinarywatch</a>	1.6n, Output Formatting, E
00144	 <a href="#">Student Grants</a>	1.6o, Time Waster, Easier
00214	 <a href="#">Code Generation</a>	1.6o, Time Waster, Easier
00335	 <a href="#">Processing MX Records</a>	1.6o, Time Waster, Easier
00349	 <a href="#">Transferable Voting (II).</a>	1.6o, Time Waster, Easier
00556	 <a href="#">Amazing</a>	1.6o, Time Waster, Easier
01721	 <a href="#">Window Manager</a>	1.6o, Time Waster, Easier
10028	 <a href="#">Demerit Points</a>	1.6o, Time Waster, Easier
10033	 <a href="#">Interpreter</a>	1.6o, Time Waster, Easier
10134	 <a href="#">AutoFish</a>	1.6o, Time Waster, Easier
10281	 <a href="#">Average Speed</a>	1.6o, Time Waster, Easier
10850	 <a href="#">The Gossipy Gossipers Goss...</a>	1.6o, Time Waster, Easier
<i>11638</i>	 <a href="#">Temperature Monitoring.</a>	1.6o, Time Waster, Easier
12060	 <a href="#">All Integer Average</a>	1.6o, Time Waster, Easier
<i>12085</i>	 <a href="#">Mobile Casanova</a>	1.6o, Time Waster, Easier
<i>12608</i>	 <a href="#">Garbage Collection</a>	1.6o, Time Waster, Easier
12700	 <a href="#">Banglawash</a>	1.6o, Time Waster, Easier
<i>asciiaddition</i>	 <a href="#">asciiaddition</a>	1.6o, Time Waster, Easier

Both OJ	Problem Title	CP4
averagespeed	 <a href="#">averagespeed</a>	1.6o, Time Waster, Easier
bluetooth	 <a href="#">bluetooth</a>	1.6o, Time Waster, Easier
gerrymandering	 <a href="#">gerrymandering</a>	1.6o, Time Waster, Easier
glitchbot	 <a href="#">glitchbot</a>	1.6o, Time Waster, Easier
pachydermpeanutpacking	 <a href="#">pachydermpeanutpacking</a>	1.6o, Time Waster, Easier
printingcosts	 <a href="#">printingcosts</a>	1.6o, Time Waster, Easier
00337	 <a href="#">Interpreting Control Seque...</a>	1.6p, Time Waster, Harder
00381	 <a href="#">Making the Grade</a>	1.6p, Time Waster, Harder
00405	 <a href="#">Message Routing</a>	1.6p, Time Waster, Harder
00603	 <a href="#">Parking Lot</a>	1.6p, Time Waster, Harder
00618	 <a href="#">Doing Windows</a>	1.6p, Time Waster, Harder
00830	 <a href="#">Shark</a>	1.6p, Time Waster, Harder
00945	 <a href="#">Loading a Cargo Ship</a>	1.6p, Time Waster, Harder
10142	 <a href="#">Australian Voting</a>	1.6p, Time Waster, Harder
10188	 <a href="#">Automated Judge Script</a>	1.6p, Time Waster, Harder
10267	 <a href="#">Graphical Editor</a>	1.6p, Time Waster, Harder
10961	 <a href="#">Chasing After Don Giovanni</a>	1.6p, Time Waster, Harder
11140	 <a href="#">Little Ali's Little Brothe...</a>	1.6p, Time Waster, Harder
11717	 <a href="#">Energy Saving Microcontrol...</a>	1.6p, Time Waster, Harder
12280	 <a href="#">A Digital Satire of Digita...</a>	1.6p, Time Waster, Harder
froggie	 <a href="#">froggie</a>	1.6p, Time Waster, Harder
functionalfun	 <a href="#">functionalfun</a>	1.6p, Time Waster, Harder
interpreter	 <a href="#">interpreter</a>	1.6p, Time Waster, Harder
lumbercraft	 <a href="#">lumbercraft</a>	1.6p, Time Waster, Harder

Both OJ	Problem Title	CP4
sabor	 <a href="#">sabor</a>	1.6p, Time Waster, Harder
touchdown	 <a href="#">touchdown</a>	1.6p, Time Waster, Harder
<i>windows</i>	 <a href="#">windows</a>	<i>1.6p, Time Waster, Harder</i>

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