



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 4 : Graph only

Problem Quality: All

Number of problems shown (initially in CP4 order): 443

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
00103	 Stacking Boxes	4.6a, S/Longest Paths on DAG
00104	 Arbitrage	4.5b, APSP, Variants
00112	 Tree Summing	4.6d, Tree

Both OJ	Problem Title	CP4
00115	 Climbing Trees	4.6d, Tree
00117	 The Postal Worker Rings On...	4.6f, Eulerian Graph
00118	 Mutant Flatworld Explorers	4.2h, Really Ad Hoc
00122	 Trees on the level	4.6d, Tree
00124	 Following Orders	4.2d, Topological Sort
00125	 Numbering Paths	4.5b, APSP, Variants
00157	 Route Finding	4.4e, SSSP, Dijkstra, Harder
00168	 Theseus and the Minotaur	4.2h, Really Ad Hoc
00173	 Network Wars	4.2h, Really Ad Hoc
00186	 Trip Routing	4.5b, APSP, Variants
00200	 Rare Order	4.2d, Topological Sort
00247	 Calling Circles	4.2g, Finding SCCs
00260	 Il Gioco dell'X	4.2a, Finding CCs
00274	 Cat and Mouse	4.5b, APSP, Variants
00280	 Vertex	4.2a, Finding CCs
00291	 The House Of Santa Claus	4.6f, Eulerian Graph
00302	 John's trip	4.6f, Eulerian Graph
00314	 Robot	4.4b, SSSP, BFS, Harder
00315	 Network	4.2f, Cut Vertices/Bridges
00318	 Domino Effect	4.2h, Really Ad Hoc
00334	 Identifying Concurrent Eve...	4.5b, APSP, Variants
00336	 A Node Too Far	4.4a, SSSP, BFS, Easier
00341	 Non-Stop Travel	4.5a, APSP, Standard
00352	 The Seasonal War	4.2b, Flood Fill, Easier

Both OJ	Problem Title	CP4
00383	 Shipping Routes	4.4b, SSSP, BFS, Harder
00388	 Galactic Import	4.4a, SSSP, BFS, Easier
00423	 MPI Maelstrom	4.4f, SSSP, -ve weight
00429	 Word Transformation	4.4a, SSSP, BFS, Easier
00436	 Arbitrage (II)	4.5b, APSP, Variants
00439	 Knight Moves	4.4c, Knight Moves
00452	 Project Scheduling	4.6a, S/Longest Paths on DAG
00459	 Graph Connectivity	4.2a, Finding CCs
00469	 Wetlands of Florida	4.2b, Flood Fill, Easier
00523	 Minimum Transport Cost	4.4e, SSSP, Dijkstra, Harder
00532	 Dungeon Master	4.4b, SSSP, BFS, Harder
00534	 Frogger	4.3b, MST, Variants
00536	 Tree Recovery	4.6d, Tree
00544	 Heavy Cargo	4.3b, MST, Variants
00548	 Tree	4.6d, Tree
00558	 Wormholes	4.4f, SSSP, -ve weight
00567	 Risk	4.5a, APSP, Standard
00572	 Oil Deposits	4.2b, Flood Fill, Easier
00589	 Pushing Boxes	4.4e, SSSP, Dijkstra, Harder
00590	 Always on the run	4.6c, Conversion to DAG
00601	 The PATH	4.2c, Flood Fill, Harder
00607	 Scheduling Lectures	4.6c, Conversion to DAG
00610	 Street Directions	4.2f, Cut Vertices/Bridges
00614	 Mapping the Route	4.2h, Really Ad Hoc

Both OJ	Problem Title	CP4
00615	 Is It A Tree?	4.6d, Tree
00627	 The Net	4.4a, SSSP, BFS, Easier
00633	 A Chess Knight	4.4c, Knight Moves
00657	 The die is cast	4.2b, Flood Fill, Easier
00663	 Sorting Slides	4.6e, Bipartite Graph
00670	 The dog task	4.6e, Bipartite Graph
00699	 The Falling Leaves	4.6d, Tree
00705	 Slash Maze	4.2c, Flood Fill, Harder
00712	 S-Trees	4.6d, Tree
00721	 Invitation Cards	4.4e, SSSP, Dijkstra, Harder
00722	 Lakes	4.2b, Flood Fill, Easier
00753	 A Plug for UNIX	4.6e, Bipartite Graph
00757	 Gone Fishing	4.6c, Conversion to DAG
00758	 The Same Game	4.2c, Flood Fill, Harder
00762	 We Ship Cheap	4.4a, SSSP, BFS, Easier
00776	 Monkeys in a Regular Fores...	4.2c, Flood Fill, Harder
00782	 Contour Painting	4.2c, Flood Fill, Harder
00784	 Maze Exploration	4.2c, Flood Fill, Harder
00785	 Grid Colouring	4.2c, Flood Fill, Harder
00796	 Critical Links	4.2f, Cut Vertices/Bridges
00821	 Page Hopping.	4.5a, APSP, Standard
00824	 Coast Tracker	4.2h, Really Ad Hoc
00825	 Walking on the Safe Side	4.6b, Counting Paths, Easier
00839	 Not so Mobile	4.6d, Tree

Both OJ	Problem Title	CP4
00840	 Deadlock Detection	4.2e, Graph Properties Check
00852	 Deciding victory in Go	4.2c, Flood Fill, Harder
00859	 Chinese Checkers	4.4b, SSSP, BFS, Harder
00869	 Airline Comparison	4.5b, APSP, Variants
00871	 Counting Cells in a Blob	4.2b, Flood Fill, Easier
00872	 Ordering	4.2d, Topological Sort
00907	 Winterim Backpacking Trip	4.6c, Conversion to DAG
00908	 Re-connecting Computer Sit...	4.3a, MST, Standard
00910	 TV game	4.6c, Conversion to DAG
00924	 Spreading The News	4.4a, SSSP, BFS, Easier
00925	 No more prerequisites, ple...	4.5b, APSP, Variants
00926	 Walking Around Wisely	4.6b, Counting Paths, Easier
00929	 Number Maze	4.4d, SSSP, Dijkstra, Easier
00949	 Getaway	4.4b, SSSP, BFS, Harder
00986	 How Many?	4.6b, Counting Paths, Easier
00988	 Many Paths, One Destinatio...	4.6b, Counting Paths, Easier
01013	 Island Hopping	4.3b, MST, Variants
01025	 A Spy in the Metro	4.6c, Conversion to DAG
01056	 Degrees of Separation	4.5b, APSP, Variants
01103	 Ancient Messages	4.2c, Flood Fill, Harder
01112	 Mice and Maze	4.4d, SSSP, Dijkstra, Easier
01148	 The mysterious X network	4.4a, SSSP, BFS, Easier
01160	 X-Plosives	4.3b, MST, Variants
01174	 IP-TV	4.3a, MST, Standard

Both OJ	Problem Title	CP4
01198	 The Geodetic Set Problem	4.5b, APSP, Variants
01202	 Finding Nemo	4.4e, SSSP, Dijkstra, Harder
01208	 Oreon	4.3a, MST, Standard
01216	 The Bug Sensor Problem	4.3b, MST, Variants
01229	 Sub-dictionary	4.2g, Finding SCCs
01233	 USHER	4.5a, APSP, Standard
01234	 RACING	4.3b, MST, Variants
01235	 Anti Brute Force Lock	4.3a, MST, Standard
<i>01247</i>	 Interstar Transport	<i>4.5a, APSP, Standard</i>
<i>01265</i>	 Tour Belt	<i>4.3b, MST, Variants</i>
01757	 Secret Chamber at Mount Ru...	4.5b, APSP, Variants
10000	 Longest Paths	4.6a, S/Longest Paths on DAG
<i>10004</i>	 Bicoloring	<i>4.2e, Graph Properties Check</i>
10009	 All Roads Lead Where?	4.4a, SSSP, BFS, Easier
10034	 Freckles	4.3a, MST, Standard
10044	 Erdos Numbers	4.4b, SSSP, BFS, Harder
<i>10048</i>	 Audiophobia	<i>4.3b, MST, Variants</i>
10051	 Tower of Cubes	4.6a, S/Longest Paths on DAG
<i>10054</i>	 The Necklace	<i>4.6f, Eulerian Graph</i>
10067	 Playing with Wheels	4.4b, SSSP, BFS, Harder
10080	 Gopher II	4.6e, Bipartite Graph
10099	 The Tourist Guide	4.3b, MST, Variants
10113	 Exchange Rates	4.2h, Really Ad Hoc
<i>10116</i>	 Robot Motion	<i>4.2e, Graph Properties Check</i>

Both OJ	Problem Title	CP4
10129	 Play on Words	4.6f, Eulerian Graph
10147	 Highways	4.3b, MST, Variants
10166	 Travel	4.4e, SSSP, Dijkstra, Harder
10171	 Meeting Prof. Miguel...	4.5a, APSP, Standard
10187	 From Dusk Till Dawn	4.4e, SSSP, Dijkstra, Harder
10199	 Tourist Guide	4.2f, Cut Vertices/Bridges
10201	 Adventures in Moving - Par...	4.6c, Conversion to DAG
10203	 Snow Clearing	4.6f, Eulerian Graph
10246	 Asterix and Obelix	4.5b, APSP, Variants
10259	 Hippity Hopscotch	4.6a, S/Longest Paths on DAG
10271	 Chopsticks	4.6c, Conversion to DAG
10278	 Fire Station	4.4e, SSSP, Dijkstra, Harder
10280	 Old Wine Into New Bottles	4.4e, SSSP, Dijkstra, Harder
10285	 Longest Run on a Snowboard	4.6a, S/Longest Paths on DAG
10305	 Ordering Tasks	4.2d, Topological Sort
10308	 Roads in the North	4.6d, Tree
10331	 The Flyover Construction	4.5b, APSP, Variants
10336	 Rank the Languages	4.2b, Flood Fill, Easier
10342	 Always Late	4.5b, APSP, Variants
10350	 Liftless EME	4.6a, S/Longest Paths on DAG
10354	 Avoiding Your Boss	4.5a, APSP, Standard
10356	 Rough Roads	4.4e, SSSP, Dijkstra, Harder
10369	 Arctic Network	4.3b, MST, Variants
10377	 Maze Traversal	4.2h, Really Ad Hoc

























Both OJ	Problem Title	CP4
10389	 Subway	4.4d, SSSP, Dijkstra, Easier
10397	 Connect the Campus	4.3b, MST, Variants
10401	 Injured Queen Problem	4.6b, Counting Paths, Easier
10426	 Knights' Nightmare	4.4c, Knight Moves
10436	 Cheapest way	4.5b, APSP, Variants
10449	 Traffic	4.4f, SSSP, -ve weight
10457	 Magic Car	4.3b, MST, Variants
10459	 The Tree Root	4.6d, Tree
10462	 Is There A Second Way Left...	4.3b, MST, Variants
10477	 The Hybrid Knight	4.4c, Knight Moves
10505	 Montesco vs Capuleto	4.2e, Graph Properties Check
10510	 Cactus	4.2e, Graph Properties Check
10525	 New to Bangladesh?	4.5a, APSP, Standard
10543	 Traveling Politician	4.6c, Conversion to DAG
10544	 Numbering the Paths	4.6b, Counting Paths, Easier
10557	 XYZZY	4.4f, SSSP, -ve weight
10564	 Paths through the Hourglas...	4.6b, Counting Paths, Easier
10592	 Freedom Fighter	4.2c, Flood Fill, Harder
10596	 Morning Walk	4.6f, Eulerian Graph
10600	 ACM Contest and Blackout	4.3b, MST, Variants
10603	 Fill	4.4e, SSSP, Dijkstra, Harder
10610	 Gopher and Hawks	4.4a, SSSP, BFS, Easier
10653	 Bombs! NO they are Mines!!	4.4a, SSSP, BFS, Easier
10681	 Teobaldo's Trip	4.6c, Conversion to DAG

























Both OJ	Problem Title	CP4
10687	 Monitoring the Amazon	4.2a, Finding CCs
10701	 Pre, in and post	4.6d, Tree
10702	 Travelling Salesman	4.6c, Conversion to DAG
10707	 2D-Nim	4.2c, Flood Fill, Harder
10724	 Road Construction	4.5a, APSP, Standard
10731	 Test	4.2g, Finding SCCs
10765	 Doves and bombs	4.2f, Cut Vertices/Bridges
10793	 The Orc Attack	4.5a, APSP, Standard
10801	 Lift Hopping	4.4e, SSSP, Dijkstra, Harder
10803	 Thunder Mountain	4.5a, APSP, Standard
10805	 Cockroach Escape Networks	4.6d, Tree
10842	 Traffic Flow	4.3b, MST, Variants
10874	 Segments	4.6c, Conversion to DAG
10913	 Walking on a Grid	4.6c, Conversion to DAG
10926	 How Many Dependencies?	4.6b, Counting Paths, Easier
10946	 You want what filled?	4.2c, Flood Fill, Harder
10947	 Bear with me, again..	4.5a, APSP, Standard
10959	 The Party, Part I	4.4a, SSSP, BFS, Easier
10967	 The Great Escape	4.4e, SSSP, Dijkstra, Harder
10977	 Enchanted Forest	4.4b, SSSP, BFS, Harder
10986	 Sending_email	4.4d, SSSP, Dijkstra, Easier
10987	 Antifloyd	4.5b, APSP, Variants
10993	 Ignoring Digits	4.4b, SSSP, BFS, Harder
10kindsofpeople	 10kindsofpeople	4.2c, Flood Fill, Harder

























Both OJ	Problem Title	CP4
11015	 05-2 Rendezvous	4.5a, APSP, Standard
11047	 The Scrooge Co Problem	4.5b, APSP, Variants
11049	 Basic wall maze	4.4b, SSSP, BFS, Harder
11060	 Beverages	4.2d, Topological Sort
11067	 Little Red Riding Hood	4.6b, Counting Paths, Easier
11080	 Place the Guards	4.2e, Graph Properties Check
11094	 Continents	4.2c, Flood Fill, Harder
11101	 Mall Mania	4.4b, SSSP, BFS, Harder
11110	 Equidivisions	4.2c, Flood Fill, Harder
11131	 Close Relatives	4.6d, Tree
11138	 Nuts and Bolts	4.6e, Bipartite Graph
11228	 Transportation system.	4.3a, MST, Standard
11234	 Expressions	4.6d, Tree
11244	 Counting Stars	4.2b, Flood Fill, Easier
11280	 Flying to Fredericton	4.4f, SSSP, -ve weight
11307	 Alternative Arborescence	4.6c, Conversion to DAG
11338	 Minefield	4.4e, SSSP, Dijkstra, Harder
11352	 Crazy King.	4.4b, SSSP, BFS, Harder
11367	 Full Tank?	4.4e, SSSP, Dijkstra, Harder
11377	 Airport Setup	4.4b, SSSP, BFS, Harder
11396	 Claw Decomposition	4.2e, Graph Properties Check
11463	 Commandos	4.5a, APSP, Standard
11470	 Square Sums	4.2b, Flood Fill, Easier
11487	 Gathering Food	4.6c, Conversion to DAG

























Both OJ	Problem Title	CP4
11492	 Babel	4.4e, SSSP, Dijkstra, Harder
11504	 Dominos	4.2g, Finding SCCs
11518	 Dominos 2	4.2a, Finding CCs
11545	 Avoiding Jungle in the Dar...	4.6c, Conversion to DAG
11561	 Getting Gold	4.2b, Flood Fill, Easier
11569	 Lovely Hint	4.6b, Counting Paths, Easier
11573	 Ocean Currents	4.4b, SSSP, BFS, Harder
11585	 Nurikabe	4.2c, Flood Fill, Harder
11615	 Family Tree	4.6d, Tree
11624	 Fire!	4.4b, SSSP, BFS, Harder
11631	 Dark roads	4.3a, MST, Standard
11655	 Waterland	4.6b, Counting Paths, Easier
11686	 Pick up sticks	4.2d, Topological Sort
11695	 Flight Planning	4.6d, Tree
11709	 Trust groups	4.2g, Finding SCCs
11710	 Expensive subway	4.3a, MST, Standard
11733	 Airports	4.3a, MST, Standard
11747	 Heavy Cycle Edges	4.3a, MST, Standard
11749	 Poor Trade Advisor	4.2a, Finding CCs
11770	 Lighting Away	4.2g, Finding SCCs
11782	 Optimal Cut	4.6c, Conversion to DAG
11792	 Krochanska is Here!	4.4b, SSSP, BFS, Harder
11831	 Sticker Collector Robot	4.2h, Really Ad Hoc
11833	 Route Change	4.4e, SSSP, Dijkstra, Harder

























Both OJ	Problem Title	CP4
11838	 Come and Go	4.2g, Finding SCCs
11841	 Y-game	4.2a, Finding CCs
11857	 Driving Range	4.3a, MST, Standard
11902	 Dominator	4.2a, Finding CCs
11906	 Knight in a War Grid	4.2a, Finding CCs
11953	 Battleships	4.2b, Flood Fill, Easier
11957	 Checkers	4.6b, Counting Paths, Easier
12047	 Highest Paid Toll	4.4e, SSSP, Dijkstra, Harder
12144	 Almost Shortest Path	4.4e, SSSP, Dijkstra, Harder
12160	 Unlock the Lock	4.4a, SSSP, BFS, Easier
12186	 Another Crisis	4.6d, Tree
12319	 Edgetown's Traffic Jams	4.5a, APSP, Standard
12347	 Binary Search Tree	4.6d, Tree
12363	 Hedge Mazes	4.2f, Cut Vertices/Bridges
12376	 As Long as I Learn, I Live	4.2h, Really Ad Hoc
12379	 Central Post Office	4.6d, Tree
12442	 Forwarding Emails	4.2h, Really Ad Hoc
12582	 Wedding of Sultan	4.2h, Really Ad Hoc
12644	 Vocabulary	4.6e, Bipartite Graph
12648	 Boss	4.2h, Really Ad Hoc
12668	 Attacking rooks	4.6e, Bipartite Graph
12768	 Inspired Procrastination	4.4f, SSSP, -ve weight
12783	 Weak Links	4.2f, Cut Vertices/Bridges
12826	 Incomplete Chessboard	4.4b, SSSP, BFS, Harder

























Both OJ	Problem Title	CP4
12875	 Concert Tour	4.6c, Conversion to DAG
12878	 Flowery Trails	4.4d, SSSP, Dijkstra, Easier
12950	 Even Obsession	4.4e, SSSP, Dijkstra, Harder
13015	 Promotions	4.2h, Really Ad Hoc
13038	 Directed Forest	4.2h, Really Ad Hoc
13122	 Funny Cardiologist	4.6c, Conversion to DAG
13127	 Bank Robbery	4.4d, SSSP, Dijkstra, Easier
13249	 A Contest to Meet	4.5a, APSP, Standard
absurdistan3	 absurdistan3	4.6e, Bipartite Graph
adjoin	 adjoin	4.6d, Tree
allpairspath	 allpairspath	4.5a, APSP, Standard
amanda	 amanda	4.2e, Graph Properties Check
amoebas	 amoebas	4.2b, Flood Fill, Easier
appealtotheaudience	 appealtotheaudience	4.6d, Tree
arbitrage	 arbitrage	4.5b, APSP, Variants
arcticnetwork	 arcticnetwork	4.3b, MST, Variants
assembly	 assembly	4.5b, APSP, Variants
baas	 baas	4.6a, S/Longest Paths on DAG
backpackbuddies	 backpackbuddies	4.4e, SSSP, Dijkstra, Harder
ballsandneedles	 ballsandneedles	4.2e, Graph Properties Check
beehives2	 beehives2	4.4b, SSSP, BFS, Harder
birthday	 birthday	4.2f, Cut Vertices/Bridges
blockcrusher	 blockcrusher	4.4e, SSSP, Dijkstra, Harder
bookclub	 bookclub	4.6e, Bipartite Graph

























Both OJ	Problem Title	CP4
breakingbad	 breakingbad	4.2e, Graph Properties Check
<i>brexit</i>	 brexit	4.2d, Topological Sort
brexitnegotiations	 brexitnegotiations	4.2d, Topological Sort
bryr	 bryr	4.4b, SSSP, BFS, Harder
builddeps	 builddeps	4.2d, Topological Sort
buttonbashing	 buttonbashing	4.4a, SSSP, BFS, Easier
cantinaofbabel	 cantinaofbabel	4.2g, Finding SCCs
cardmagic	 cardmagic	4.6c, Conversion to DAG
cartrouble	 cartrouble	4.2a, Finding CCs
catenyms	 catenyms	4.6f, Eulerian Graph
cats	 cats	4.3a, MST, Standard
caveexploration	 caveexploration	4.2f, Cut Vertices/Bridges
coast	 coast	4.2c, Flood Fill, Harder
collapse	 collapse	4.2d, Topological Sort
communicationssatellite	 communicationssatellite	4.3a, MST, Standard
compositions	 compositions	4.6b, Counting Paths, Easier
conquestcampaign	 conquestcampaign	4.4b, SSSP, BFS, Harder
conservation	 conservation	4.2d, Topological Sort
countingstars	 countingstars	4.2b, Flood Fill, Easier
crosscountry	 crosscountry	4.4f, SSSP, -ve weight
curveknights	 curveknights	4.2d, Topological Sort
daceydice	 daceydice	4.2a, Finding CCs
decisions	 decisions	4.6d, Tree
detour	 detour	4.4e, SSSP, Dijkstra, Harder









Both OJ	Problem Title	CP4
digicomp2	 digicomp2	4.2d, Topological Sort
dominoes2	 dominoes2	4.2a, Finding CCs
dominos	 dominos	4.2g, Finding SCCs
drinkresponsibly	 drinkresponsibly	4.6c, Conversion to DAG
drivingrange	 drivingrange	4.3a, MST, Standard
droppingdirections	 droppingdirections	4.2h, Really Ad Hoc
dungeon	 dungeon	4.4b, SSSP, BFS, Harder
elementarymath	 elementarymath	4.6e, Bipartite Graph
elevatortrouble	 elevatortrouble	4.4a, SSSP, BFS, Easier
emptyingbaltic	 emptyingbaltic	4.4e, SSSP, Dijkstra, Harder
equivalences	 equivalences	4.2g, Finding SCCs
erdosnumbers	 erdosnumbers	4.4b, SSSP, BFS, Harder
erraticants	 erraticants	4.4b, SSSP, BFS, Harder
escapeplan	 escapeplan	4.6e, Bipartite Graph
escapewallmaria	 escapewallmaria	4.4b, SSSP, BFS, Harder
eulerian	 eulerian	4.6f, Eulerian Graph
eulerianpath	 eulerianpath	4.6f, Eulerian Graph
excavatorexpedition	 excavatorexpedition	4.6a, S/Longest Paths on DAG
faultyrobot	 faultyrobot	4.2h, Really Ad Hoc
fibtour	 fibtour	4.6a, S/Longest Paths on DAG
fire2	 fire2	4.4b, SSSP, BFS, Harder
fire3	 fire3	4.4b, SSSP, BFS, Harder
firestation	 firestation	4.4e, SSSP, Dijkstra, Harder
firetrucksarered	 firetrucksarered	4.3b, MST, Variants

Both OJ	Problem Title	CP4
<i>flight</i>	 <i>flight</i>	<i>4.6d, Tree</i>
<i>flippingcards</i>	 <i>flippingcards</i>	<i>4.6e, Bipartite Graph</i>
floodit	 floodit	4.2b, Flood Fill, Easier
<i>flowerytrails</i>	 <i>flowerytrails</i>	<i>4.4d, SSSP, Dijkstra, Easier</i>
fontan	 fontan	4.2b, Flood Fill, Easier
forestfruits	 forestfruits	4.4e, SSSP, Dijkstra, Harder
freckles	 freckles	4.3a, MST, Standard
frozenrose	 frozenrose	4.6d, Tree
fulltank	 fulltank	4.4e, SSSP, Dijkstra, Harder
george	 george	4.4d, SSSP, Dijkstra, Easier
getshorty	 getshorty	4.4d, SSSP, Dijkstra, Easier
<i>gold</i>	 <i>gold</i>	<i>4.2b, Flood Fill, Easier</i>
gopher2	 gopher2	4.6e, Bipartite Graph
grandopening	 grandopening	4.6f, Eulerian Graph
grapevine	 grapevine	4.2d, Topological Sort
<i>grasshopper</i>	 <i>grasshopper</i>	<i>4.4c, Knight Moves</i>
<i>grid</i>	 <i>grid</i>	<i>4.4a, SSSP, BFS, Easier</i>
gruesomecave	 gruesomecave	4.4e, SSSP, Dijkstra, Harder
<i>hauntedgraveyard</i>	 <i>hauntedgraveyard</i>	<i>4.4f, SSSP, -ve weight</i>
helpfulcurrents	 helpfulcurrents	4.6b, Counting Paths, Easier
<i>hidingplaces</i>	 <i>hidingplaces</i>	<i>4.4c, Knight Moves</i>
<i>hoppers</i>	 <i>hoppers</i>	<i>4.2e, Graph Properties Check</i>
hopscotch50	 hopscotch50	4.4d, SSSP, Dijkstra, Easier
<i>horror</i>	 <i>horror</i>	<i>4.4a, SSSP, BFS, Easier</i>

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<i>importspaghetti</i>	 <i>importspaghetti</i>	<i>4.5a, APSP, Standard</i>
<i>intercept</i>	 <i>intercept</i>	<i>4.2f, Cut Vertices/Bridges</i>
<i>invasion</i>	 <i>invasion</i>	<i>4.4e, SSSP, Dijkstra, Harder</i>
inventing	 inventing	4.3b, MST, Variants
isahasa	 isahasa	4.5b, APSP, Variants
island	 island	4.2c, Flood Fill, Harder
<i>islandhopping</i>	 <i>islandhopping</i>	<i>4.3a, MST, Standard</i>
<i>islands3</i>	 <i>islands3</i>	<i>4.2c, Flood Fill, Harder</i>
jurassicjigsaw	 jurassicjigsaw	4.3a, MST, Standard
<i>kastenlauf</i>	 <i>kastenlauf</i>	<i>4.5b, APSP, Variants</i>
kingpinescape	 kingpinescape	4.2f, Cut Vertices/Bridges
kitten	 kitten	4.6d, Tree
knightjump	 knightjump	4.4c, Knight Moves
landline	 landline	4.3b, MST, Variants
landlocked	 landlocked	4.4b, SSSP, BFS, Harder
lava	 lava	4.4b, SSSP, BFS, Harder
loopycabdrivers	 loopycabdrivers	4.2g, Finding SCCs
<i>lost</i>	 <i>lost</i>	<i>4.4b, SSSP, BFS, Harder</i>
<i>lostmap</i>	 <i>lostmap</i>	<i>4.3a, MST, Standard</i>
<i>mallmania</i>	 <i>mallmania</i>	<i>4.4b, SSSP, BFS, Harder</i>
managingpackaging	 managingpackaging	4.2d, Topological Sort
marypartitions	 marypartitions	4.6b, Counting Paths, Easier
<i>maximizingwinnings</i>	 <i>maximizingwinnings</i>	<i>4.6c, Conversion to DAG</i>
mazemakers	 mazemakers	4.6d, Tree

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<i>millionairemadness</i>	 <u>millionairemadness</u>	4.3b, MST, Variants
<i>minspantree</i>	 <u>minspantree</u>	4.3a, MST, Standard
<i>molekule</i>	 <u>molekule</u>	4.2e, Graph Properties Check
<i>money matters</i>	 <u>money matters</u>	4.2a, Finding CCs
<i>monopoly</i>	 <u>monopoly</u>	4.6a, S/Longest Paths on DAG
<i>mravi</i>	 <u>mravi</u>	4.6a, S/Longest Paths on DAG
<i>muddyhike</i>	 <u>muddyhike</u>	4.3b, MST, Variants
<i>naturereserve</i>	 <u>naturereserve</u>	4.3b, MST, Variants
<i>ocean currents</i>	 <u>ocean currents</u>	4.4b, SSSP, BFS, Harder
<i>paintball</i>	 <u>paintball</u>	4.6e, Bipartite Graph
<i>passing secrets</i>	 <u>passing secrets</u>	4.4e, SSSP, Dijkstra, Harder
<i>pearwise</i>	 <u>pearwise</u>	4.2a, Finding CCs
<i>piano lessons</i>	 <u>piano lessons</u>	4.6e, Bipartite Graph
<i>pickup sticks</i>	 <u>pickup sticks</u>	4.2d, Topological Sort
<i>promotions</i>	 <u>promotions</u>	4.2h, Really Ad Hoc
<i>pubs</i>	 <u>pubs</u>	4.2e, Graph Properties Check
<i>quantum superposition</i>	 <u>quantum superposition</u>	4.6c, Conversion to DAG
<i>railroad2</i>	 <u>railroad2</u>	4.6f, Eulerian Graph
<i>reachableroads</i>	 <u>reachableroads</u>	4.2a, Finding CCs
<i>reversing roads</i>	 <u>reversing roads</u>	4.2g, Finding SCCs
<i>robotson a grid</i>	 <u>robotson a grid</u>	4.6b, Counting Paths, Easier
<i>running mom</i>	 <u>running mom</u>	4.2e, Graph Properties Check
<i>running steps</i>	 <u>running steps</u>	4.6b, Counting Paths, Easier
<i>safe passage</i>	 <u>safe passage</u>	4.6a, S/Longest Paths on DAG

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savinguniverse	 savinguniverse	4.6a, S/Longest Paths on DAG
scenes	 scenes	4.6b, Counting Paths, Easier
secreetchamber	 secreetchamber	4.5b, APSP, Variants
securitybadge	 securitybadge	4.2a, Finding CCs
shoppingmalls	 shoppingmalls	4.4e, SSSP, Dijkstra, Harder
shortestpath1	 shortestpath1	4.4d, SSSP, Dijkstra, Easier
shortestpath2	 shortestpath2	4.4d, SSSP, Dijkstra, Easier
shortestpath3	 shortestpath3	4.4f, SSSP, -ve weight
shortestpath4	 shortestpath4	4.6c, Conversion to DAG
showroom	 showroom	4.4b, SSSP, BFS, Harder
silueta	 silueta	4.2h, Really Ad Hoc
sixdegrees	 sixdegrees	4.4b, SSSP, BFS, Harder
slikar	 slikar	4.4b, SSSP, BFS, Harder
slowleak	 slowleak	4.5a, APSP, Standard
spiral	 spiral	4.4a, SSSP, BFS, Easier
subway2	 subway2	4.4d, SSSP, Dijkstra, Easier
succession	 succession	4.2h, Really Ad Hoc
terraces	 terraces	4.2a, Finding CCs
test2	 test2	4.2g, Finding SCCs
texasummers	 texasummers	4.4d, SSSP, Dijkstra, Easier
tide	 tide	4.4e, SSSP, Dijkstra, Harder
torn2pieces	 torn2pieces	4.2e, Graph Properties Check
tourists	 tourists	4.6d, Tree
transportationplanning	 transportationplanning	4.5a, APSP, Standard

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treehouses	 treehouses	4.3b, MST, Variants
vindiagrams	 vindiagrams	4.2c, Flood Fill, Harder
visualgo	 visualgo	4.4e, SSSP, Dijkstra, Harder
wettiles	 wettiles	4.4a, SSSP, BFS, Easier
wheresmyinternet	 wheresmyinternet	4.2a, Finding CCs
whostheboss	 whostheboss	4.6d, Tree
xyzyy	 xyzyy	4.4f, SSSP, -ve weight
zoning	 zoning	4.4b, SSSP, BFS, Harder

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