



# 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 CS3230 : Design and Analysis of Algorithms level: Sorting++, BF, D&C (+MatPow, Closest Pair), Greedy, DP (+APSP, Combinatorics, DP String), MST (+UFDS), SSSP++, String Matching, CH, NP-hard Problems

Problem Quality: Starred

Number of problems shown (initially in CP4 order): 302

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**

























11581

























[Grid Successors](#)

























2.2c, 2D Array, Easier

























Both OJ	Problem Title	CP4
12187	 <a href="#">Brothers</a>	2.2c, 2D Array, Easier
12667	 <a href="#">Last Blood</a>	2.2c, 2D Array, Easier
epigdanceoff	 <a href="#">epigdanceoff</a>	2.2c, 2D Array, Easier
flowshop	 <a href="#">flowshop</a>	2.2c, 2D Array, Easier
imageprocessing	 <a href="#">imageprocessing</a>	2.2c, 2D Array, Easier
nineknights	 <a href="#">nineknights</a>	2.2c, 2D Array, Easier
00466	 <a href="#">Mirror, Mirror</a>	2.2d, 2D Array, Harder
11360	 <a href="#">Have Fun with Matrices</a>	2.2d, 2D Array, Harder
12291	 <a href="#">Polyomino Composer</a>	2.2d, 2D Array, Harder
2048	 <a href="#">2048</a>	2.2d, 2D Array, Harder
flagquiz	 <a href="#">flagquiz</a>	2.2d, 2D Array, Harder
funhouse	 <a href="#">funhouse</a>	2.2d, 2D Array, Harder
rings2	 <a href="#">rings2</a>	2.2d, 2D Array, Harder
01197	 <a href="#">The Suspects</a>	2.4b, Union-Find
01329	 <a href="#">Corporative Network</a>	2.4b, Union-Find
10608	 <a href="#">Friends</a>	2.4b, Union-Find
10685	 <a href="#">Nature</a>	2.4b, Union-Find
almostunionfind	 <a href="#">almostunionfind</a>	2.4b, Union-Find
control	 <a href="#">control</a>	2.4b, Union-Find
ladice	 <a href="#">ladice</a>	2.4b, Union-Find
unionfind	 <a href="#">unionfind</a>	2.4b, Union-Find
00592	 <a href="#">Island of Logic</a>	3.2b, Iterative (Two Loops)
01588	 <a href="#">Kickdown</a>	3.2b, Iterative (Two Loops)
12488	 <a href="#">Start Grid</a>	3.2b, Iterative (Two Loops)

























Both OJ	Problem Title	CP4
<i>blackfriday</i>	 <a href="#"><i>blackfriday</i></a>	<i>3.2b, Iterative (Two Loops)</i>
<i>closestsums</i>	 <a href="#"><i>closestsums</i></a>	<i>3.2b, Iterative (Two Loops)</i>
<i>golombrulers</i>	 <a href="#"><i>golombrulers</i></a>	<i>3.2b, Iterative (Two Loops)</i>
<i>00441</i>	 <a href="#"><i>Lotto</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>00735</i>	 <a href="#"><i>Dart-a-Mania</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>12515</i>	 <a href="#"><i>Movie Police</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>12844</i>	 <a href="#"><i>Outwitting the Weighing Ma...</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>cudoviste</i>	 <a href="#"><i>cudoviste</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>npuzzle</i>	 <a href="#"><i>npuzzle</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>set</i>	 <a href="#"><i>set</i></a>	<i>3.2c, Three+ Nested Loops, E</i>
<i>00386</i>	 <a href="#"><i>Perfect Cubes</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>10660</i>	 <a href="#"><i>Citizen attention offices</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>11236</i>	 <a href="#"><i>Grocery store</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>11804</i>	 <a href="#"><i>Argentina</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>calculatingdartscores</i>	 <a href="#"><i>calculatingdartscores</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>lektira</i>	 <a href="#"><i>lektira</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>tautology</i>	 <a href="#"><i>tautology</i></a>	<i>3.2d, Three+ Nested Loops, H</i>
<i>00188</i>	 <a href="#"><i>Perfect Hash</i></a>	<i>3.2g, Try All Answers</i>
<i>00725</i>	 <a href="#"><i>Division</i></a>	<i>3.2g, Try All Answers</i>
<i>10908</i>	 <a href="#"><i>Largest Square</i></a>	<i>3.2g, Try All Answers</i>
<i>communication</i>	 <a href="#"><i>communication</i></a>	<i>3.2g, Try All Answers</i>
<i>flexible</i>	 <a href="#"><i>flexible</i></a>	<i>3.2g, Try All Answers</i>
<i>islands</i>	 <a href="#"><i>islands</i></a>	<i>3.2g, Try All Answers</i>
<i>walls</i>	 <a href="#"><i>walls</i></a>	<i>3.2g, Try All Answers</i>

Both OJ	Problem Title	CP4
00382	 <a href="#">Perfection</a>	3.2h, Math Simulation, Easier
01225	 <a href="#">Digit Counting</a>	3.2h, Math Simulation, Easier
10346	 <a href="#">Peter's Smokes</a>	3.2h, Math Simulation, Easier
easiest	 <a href="#">easiest</a>	3.2h, Math Simulation, Easier
growlinggears	 <a href="#">growlinggears</a>	3.2h, Math Simulation, Easier
trollhunt	 <a href="#">trollhunt</a>	3.2h, Math Simulation, Easier
videospeedup	 <a href="#">videospeedup</a>	3.2h, Math Simulation, Easier
00616	 <a href="#">Coconuts, Revisited</a>	3.2i, Math Simulation, Harder
11130	 <a href="#">Billiard bounces</a>	3.2i, Math Simulation, Harder
11254	 <a href="#">Consecutive Integers</a>	3.2i, Math Simulation, Harder
11490	 <a href="#">Just Another Problem</a>	3.2i, Math Simulation, Harder
crackingsrsa	 <a href="#">crackingsrsa</a>	3.2i, Math Simulation, Harder
falling	 <a href="#">falling</a>	3.2i, Math Simulation, Harder
thanosthehero	 <a href="#">thanosthehero</a>	3.2i, Math Simulation, Harder
00729	 <a href="#">The Hamming Distance Probl...</a>	3.2k, Backtracking (Easier)
10344	 <a href="#">23 out of 5</a>	3.2k, Backtracking (Easier)
10576	 <a href="#">Y2K Accounting Bug</a>	3.2k, Backtracking (Easier)
12840	 <a href="#">The Archery Puzzle</a>	3.2k, Backtracking (Easier)
goodmorning	 <a href="#">goodmorning</a>	3.2k, Backtracking (Easier)
natjecanje	 <a href="#">natjecanje</a>	3.2k, Backtracking (Easier)
paintings	 <a href="#">paintings</a>	3.2k, Backtracking (Easier)
00208	 <a href="#">Firetruck</a>	3.2l, Backtracking (Harder)
00222	 <a href="#">Budget Travel</a>	3.2l, Backtracking (Harder)
00307	 <a href="#">Sticks</a>	3.2l, Backtracking (Harder)

























Both OJ	Problem Title	CP4
01262	 <a href="#">Password</a>	3.2l, Backtracking (Harder)
dobra	 <a href="#">dobra</a>	3.2l, Backtracking (Harder)
fruitbaskets	 <a href="#">fruitbaskets</a>	3.2l, Backtracking (Harder)
pagelayout	 <a href="#">pagelayout</a>	3.2l, Backtracking (Harder)
11057	 <a href="#">Exact Sum</a>	3.3a, Binary Search
11621	 <a href="#">Small Factors</a>	3.3a, Binary Search
12192	 <a href="#">Grapevine</a>	3.3a, Binary Search
12965	 <a href="#">Angry Bids</a>	3.3a, Binary Search
firefly	 <a href="#">firefly</a>	3.3a, Binary Search
outofsorts	 <a href="#">outofsorts</a>	3.3a, Binary Search
roompainting	 <a href="#">roompainting</a>	3.3a, Binary Search
12032	 <a href="#">The Monkey and the Oiled B...</a>	3.3b, Bisection and BSTA, E
12190	 <a href="#">Electric Bill</a>	3.3b, Bisection and BSTA, E
13142	 <a href="#">Destroy the Moon to Save t...</a>	3.3b, Bisection and BSTA, E
carefulascent	 <a href="#">carefulascent</a>	3.3b, Bisection and BSTA, E
freeweights	 <a href="#">freeweights</a>	3.3b, Bisection and BSTA, E
monk	 <a href="#">monk</a>	3.3b, Bisection and BSTA, E
suspensionbridges	 <a href="#">suspensionbridges</a>	3.3b, Bisection and BSTA, E
00183	 <a href="#">Bit Maps</a>	3.3c, Ternary Search & Others
10385	 <a href="#">Duathlon</a>	3.3c, Ternary Search & Others
11147	 <a href="#">KuPellaKeS BST</a>	3.3c, Ternary Search & Others
12893	 <a href="#">Count It</a>	3.3c, Ternary Search & Others
a1paper	 <a href="#">a1paper</a>	3.3c, Ternary Search & Others
ceiling	 <a href="#">ceiling</a>	3.3c, Ternary Search & Others

























Both OJ	Problem Title	CP4
goingtoseed	 <a href="#">goingtoseed</a>	3.3c, Ternary Search & Others
01193	 <a href="#">Radar Installation</a>	3.4a, Greedy (Classical)
10020	 <a href="#">Minimal coverage</a>	3.4a, Greedy (Classical)
11264	 <a href="#">Coin Collector</a>	3.4a, Greedy (Classical)
12321	 <a href="#">Gas Stations</a>	3.4a, Greedy (Classical)
classrooms	 <a href="#">classrooms</a>	3.4a, Greedy (Classical)
froshweek2	 <a href="#">froshweek2</a>	3.4a, Greedy (Classical)
squarepegs	 <a href="#">squarepegs</a>	3.4a, Greedy (Classical)
11369	 <a href="#">Shopaholic</a>	3.4b, Involving Sorting, E
11729	 <a href="#">Commando War</a>	3.4b, Involving Sorting, E
11900	 <a href="#">Boiled Eggs</a>	3.4b, Involving Sorting, E
13109	 <a href="#">Elephants</a>	3.4b, Involving Sorting, E
icpcteamselection	 <a href="#">icpcteamselection</a>	3.4b, Involving Sorting, E
minimumscalar	 <a href="#">minimumscalar</a>	3.4b, Involving Sorting, E
shopaholic	 <a href="#">shopaholic</a>	3.4b, Involving Sorting, E
01153	 <a href="#">Keep the Customer Satisfie...</a>	3.4d, Involving PQ
10954	 <a href="#">Add All</a>	3.4d, Involving PQ
13177	 <a href="#">Orchestral scores</a>	3.4d, Involving PQ
ballotboxes	 <a href="#">ballotboxes</a>	3.4d, Involving PQ
canvas	 <a href="#">canvas</a>	3.4d, Involving PQ
vegetables	 <a href="#">vegetables</a>	3.4d, Involving PQ
workstations	 <a href="#">workstations</a>	3.4d, Involving PQ
10340	 <a href="#">All in All</a>	3.4e, Non Classical, Easier
10656	 <a href="#">Maximum Sum (II).</a>	3.4e, Non Classical, Easier

























Both OJ	Problem Title	CP4
11520	 <a href="#">Fill the Square</a>	3.4e, Non Classical, Easier
12482	 <a href="#">Short Story Competition</a>	3.4e, Non Classical, Easier
ants	 <a href="#">ants</a>	3.4e, Non Classical, Easier
bank	 <a href="#">bank</a>	3.4e, Non Classical, Easier
marblestree	 <a href="#">marblestree</a>	3.4e, Non Classical, Easier
00787	 <a href="#">Maximum Sub-sequence Produ...</a>	3.5a, Max 1D/2D Range Sum
01105	 <a href="#">Coffee Central</a>	3.5a, Max 1D/2D Range Sum
10684	 <a href="#">The jackpot</a>	3.5a, Max 1D/2D Range Sum
10755	 <a href="#">Garbage Heap</a>	3.5a, Max 1D/2D Range Sum
commercials	 <a href="#">commercials</a>	3.5a, Max 1D/2D Range Sum
prozor	 <a href="#">prozor</a>	3.5a, Max 1D/2D Range Sum
sellingspatulas	 <a href="#">sellingspatulas</a>	3.5a, Max 1D/2D Range Sum
00481	 <a href="#">What Goes Up</a>	3.5b, LIS
01196	 <a href="#">Tiling Up Blocks</a>	3.5b, LIS
10534	 <a href="#">Wavio Sequence</a>	3.5b, LIS
11790	 <a href="#">Murcia's Skyline</a>	3.5b, LIS
increasingsubsequence	 <a href="#">increasingsubsequence</a>	3.5b, LIS
nesteddolls	 <a href="#">nesteddolls</a>	3.5b, LIS
trainsorting	 <a href="#">trainsorting</a>	3.5b, LIS
01213	 <a href="#">Sum of Different Primes</a>	3.5c, 0-1 KNAPSACK
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

























Both OJ	Problem Title	CP4
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
10003	 <a href="#">Cutting Sticks</a>	3.5f, DP level 1
10912	 <a href="#">Simple Minded Hashing.</a>	3.5f, DP level 1
11420	 <a href="#">Chest of Drawers</a>	3.5f, DP level 1
13141	 <a href="#">Growing Trees</a>	3.5f, DP level 1
nikola	 <a href="#">nikola</a>	3.5f, DP level 1
spiderman	 <a href="#">spiderman</a>	3.5f, DP level 1
ticketpricing	 <a href="#">ticketpricing.</a>	3.5f, DP level 1
11228	 <a href="#">Transportation system.</a>	4.3a, MST, Standard



























Both OJ	Problem Title	CP4
11631	 <a href="#">Dark roads</a>	4.3a, MST, Standard
11747	 <a href="#">Heavy Cycle Edges</a>	4.3a, MST, Standard
cats	 <a href="#">cats</a>	4.3a, MST, Standard
islandhopping	 <a href="#">islandhopping</a>	4.3a, MST, Standard
lostmap	 <a href="#">lostmap</a>	4.3a, MST, Standard
minspantree	 <a href="#">minspantree</a>	4.3a, MST, Standard
01013	 <a href="#">Island Hopping</a>	4.3b, MST, Variants
01265	 <a href="#">Tour Belt</a>	4.3b, MST, Variants
10048	 <a href="#">Audiophobia</a>	4.3b, MST, Variants
10457	 <a href="#">Magic Car</a>	4.3b, MST, Variants
millionairemadness	 <a href="#">millionairemadness</a>	4.3b, MST, Variants
muddyhike	 <a href="#">muddyhike</a>	4.3b, MST, Variants
naturereserve	 <a href="#">naturereserve</a>	4.3b, MST, Variants
00336	 <a href="#">A Node Too Far</a>	4.4a, SSSP, BFS, Easier
00429	 <a href="#">Word Transformation</a>	4.4a, SSSP, BFS, Easier
10653	 <a href="#">Bombs! NO they are Mines!!</a>	4.4a, SSSP, BFS, Easier
12160	 <a href="#">Unlock the Lock</a>	4.4a, SSSP, BFS, Easier
buttonbashing	 <a href="#">buttonbashing</a>	4.4a, SSSP, BFS, Easier
grid	 <a href="#">grid</a>	4.4a, SSSP, BFS, Easier
horror	 <a href="#">horror</a>	4.4a, SSSP, BFS, Easier
11352	 <a href="#">Crazy King</a>	4.4b, SSSP, BFS, Harder
11792	 <a href="#">Krochanska is Here!</a>	4.4b, SSSP, BFS, Harder
12826	 <a href="#">Incomplete Chessboard</a>	4.4b, SSSP, BFS, Harder
fire2	 <a href="#">fire2</a>	4.4b, SSSP, BFS, Harder

Both OJ	Problem Title	CP4
lost	 <a href="#">lost</a>	4.4b, SSSP, BFS, Harder
mallmania	 <a href="#">mallmania</a>	4.4b, SSSP, BFS, Harder
oceancurrents	 <a href="#">oceancurrents</a>	4.4b, SSSP, BFS, Harder
00439	 <a href="#">Knight Moves</a>	4.4c, Knight Moves
00633	 <a href="#">A Chess Knight</a>	4.4c, Knight Moves
10426	 <a href="#">Knights' Nightmare</a>	4.4c, Knight Moves
10477	 <a href="#">The Hybrid Knight</a>	4.4c, Knight Moves
grasshopper	 <a href="#">grasshopper</a>	4.4c, Knight Moves
hidingplaces	 <a href="#">hidingplaces</a>	4.4c, Knight Moves
01112	 <a href="#">Mice and Maze</a>	4.4d, SSSP, Dijkstra, Easier
10986	 <a href="#">Sending_email</a>	4.4d, SSSP, Dijkstra, Easier
13127	 <a href="#">Bank Robbery</a>	4.4d, SSSP, Dijkstra, Easier
flowerytrails	 <a href="#">flowerytrails</a>	4.4d, SSSP, Dijkstra, Easier
shortestpath1	 <a href="#">shortestpath1</a>	4.4d, SSSP, Dijkstra, Easier
shortestpath2	 <a href="#">shortestpath2</a>	4.4d, SSSP, Dijkstra, Easier
texasummers	 <a href="#">texasummers</a>	4.4d, SSSP, Dijkstra, Easier
00589	 <a href="#">Pushing Boxes</a>	4.4e, SSSP, Dijkstra, Harder
12047	 <a href="#">Highest Paid Toll</a>	4.4e, SSSP, Dijkstra, Harder
12950	 <a href="#">Even Obsession</a>	4.4e, SSSP, Dijkstra, Harder
blockcrusher	 <a href="#">blockcrusher</a>	4.4e, SSSP, Dijkstra, Harder
emptyingbaltic	 <a href="#">emptyingbaltic</a>	4.4e, SSSP, Dijkstra, Harder
invasion	 <a href="#">invasion</a>	4.4e, SSSP, Dijkstra, Harder
visualgo	 <a href="#">visualgo</a>	4.4e, SSSP, Dijkstra, Harder
00558	 <a href="#">Wormholes</a>	4.4f, SSSP, -ve weight

Both OJ	Problem Title	CP4
10449	 <a href="#">Traffic</a>	4.4f, SSSP, -ve weight
11280	 <a href="#">Flying to Fredericton</a>	4.4f, SSSP, -ve weight
12768	 <a href="#">Inspired Procrastination</a>	4.4f, SSSP, -ve weight
hauntedgraveyard	 <a href="#">hauntedgraveyard</a>	4.4f, SSSP, -ve weight
shortestpath3	 <a href="#">shortestpath3</a>	4.4f, SSSP, -ve weight
xyzyz	 <a href="#">xyzyz</a>	4.4f, SSSP, -ve weight
00821	 <a href="#">Page Hopping</a>	4.5a, APSP, Standard
01247	 <a href="#">Interstar Transport</a>	4.5a, APSP, Standard
10354	 <a href="#">Avoiding Your Boss</a>	4.5a, APSP, Standard
11463	 <a href="#">Commandos</a>	4.5a, APSP, Standard
allpairspath	 <a href="#">allpairspath</a>	4.5a, APSP, Standard
importspaghetti	 <a href="#">importspaghetti</a>	4.5a, APSP, Standard
transportationplanning	 <a href="#">transportationplanning</a>	4.5a, APSP, Standard
00869	 <a href="#">Airline Comparison</a>	4.5b, APSP, Variants
01056	 <a href="#">Degrees of Separation</a>	4.5b, APSP, Variants
10342	 <a href="#">Always Late</a>	4.5b, APSP, Variants
10987	 <a href="#">Antifloyd</a>	4.5b, APSP, Variants
arbitrage	 <a href="#">arbitrage</a>	4.5b, APSP, Variants
kastenlauf	 <a href="#">kastenlauf</a>	4.5b, APSP, Variants
secretechamber	 <a href="#">secretechamber</a>	4.5b, APSP, Variants
00495	 <a href="#">Fibonacci Freeze</a>	5.4a, Fibonacci Numbers
00763	 <a href="#">Fibinary Numbers</a>	5.4a, Fibonacci Numbers
10334	 <a href="#">Ray Through Glasses</a>	5.4a, Fibonacci Numbers
10689	 <a href="#">Yet another Number Sequenc...</a>	5.4a, Fibonacci Numbers

Both OJ	Problem Title	CP4
<i>anti11</i>	 <a href="#"><u>anti11</u></a>	<i>5.4a, Fibonacci Numbers</i>
<i>batmanacci</i>	 <a href="#"><u>batmanacci</u></a>	<i>5.4a, Fibonacci Numbers</i>
<i>rijeci</i>	 <a href="#"><u>rijeci</u></a>	<i>5.4a, Fibonacci Numbers</i>
<i>00369</i>	 <a href="#"><u>Combinations</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>10541</i>	 <a href="#"><u>Stripe</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>11955</i>	 <a href="#"><u>Binomial Theorem</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>12712</i>	 <a href="#"><u>Pattern Locker</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>election</i>	 <a href="#"><u>election</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>lockedtreasure</i>	 <a href="#"><u>lockedtreasure</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>oddbinom</i>	 <a href="#"><u>oddbinom</u></a>	<i>5.4b, Binomial Coefficients</i>
<i>00455</i>	 <a href="#"><u>Periodic Strings</u></a>	<i>6.4a, String Matching</i>
<i>01449</i>	 <a href="#"><u>Dominating Patterns</u></a>	<i>6.4a, String Matching</i>
<i>11837</i>	 <a href="#"><u>Musical Plagiarism</u></a>	<i>6.4a, String Matching</i>
<i>geneticsearch</i>	 <a href="#"><u>geneticsearch</u></a>	<i>6.4a, String Matching</i>
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00634	 <a href="#">Polygon</a>	7.3a, Polygon, Easier
11447	 <a href="#">Reservoir logs</a>	7.3a, Polygon, Easier
11473	 <a href="#">Campus Roads</a>	7.3a, Polygon, Easier
convexhull	 <a href="#">convexhull</a>	7.3a, Polygon, Easier
convexpolygonarea	 <a href="#">convexpolygonarea</a>	7.3a, Polygon, Easier
cuttingcorners	 <a href="#">cuttingcorners</a>	7.3a, Polygon, Easier
robotprotection	 <a href="#">robotprotection</a>	7.3a, Polygon, Easier
01600	 <a href="#">Patrol Robot</a>	8.2b, State-Space, BFS, E
10047	 <a href="#">The Monocycle</a>	8.2b, State-Space, BFS, E
11513	 <a href="#">9 Puzzle</a>	8.2b, State-Space, BFS, E
12135	 <a href="#">Switch Bulbs</a>	8.2b, State-Space, BFS, E
ecoins	 <a href="#">ecoins</a>	8.2b, State-Space, BFS, E
flipfive	 <a href="#">flipfive</a>	8.2b, State-Space, BFS, E
safe	 <a href="#">safe</a>	8.2b, State-Space, BFS, E
00658	 <a href="#">It's not a Bug, it's a Fea...</a>	8.2d, State-Space, Dijkstra
01048	 <a href="#">Low Cost Air Travel</a>	8.2d, State-Space, Dijkstra
01057	 <a href="#">Routing</a>	8.2d, State-Space, Dijkstra
10269	 <a href="#">Adventure of Super Mario</a>	8.2d, State-Space, Dijkstra
bumped	 <a href="#">bumped</a>	8.2d, State-Space, Dijkstra
destinationunknown	 <a href="#">destinationunknown</a>	8.2d, State-Space, Dijkstra
00989	 <a href="#">Su Doku</a>	8.6a, NP-hard/C, small, E
11088	 <a href="#">End up with More Teams</a>	8.6a, NP-hard/C, small, E
12455	 <a href="#">Bars</a>	8.6a, NP-hard/C, small, E
equalsumseasy	 <a href="#">equalsumseasy</a>	8.6a, NP-hard/C, small, E

Both OJ	Problem Title	CP4
<i>flowfree</i>	 <a href="#">flowfree</a>	8.6a, NP-hard/C, small, E
<i>font</i>	 <a href="#">font</a>	8.6a, NP-hard/C, small, E
<i>socialadvertising</i>	 <a href="#">socialadvertising</a>	8.6a, NP-hard/C, small, E
<i>01347</i>	 <a href="#">Tour</a>	8.6c, NP-hard/C, special, E
<i>10859</i>	 <a href="#">Placing Lampposts</a>	8.6c, NP-hard/C, special, E
<i>11159</i>	 <a href="#">Factors and Multiples</a>	8.6c, NP-hard/C, special, E
<i>11357</i>	 <a href="#">Ensuring Truth</a>	8.6c, NP-hard/C, special, E
<i>bilateral</i>	 <a href="#">bilateral</a>	8.6c, NP-hard/C, special, E
<i>europeantrip</i>	 <a href="#">europeantrip</a>	8.6c, NP-hard/C, special, E
<i>reactivity</i>	 <a href="#">reactivity</a>	8.6c, NP-hard/C, special, E
<i>10245</i>	 <a href="#">The Closest Pair Problem</a>	9.clos, Closest Pair
<i>11378</i>	 <a href="#">Bey Battle</a>	9.clos, Closest Pair
<i>closestpair1</i>	 <a href="#">closestpair1</a>	9.clos, Closest Pair

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