



# 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: All Complete Search-related Sections : Note that some problems in categories that are 'Complete Search-related' may not be necessarily Complete Search problems.

Problem Quality: All

Number of problems shown (initially in CP4 order): 379

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**

00165

























 [Stamps](#)

























3.2a, Pre-calculate-able




















00167

























 [The Sultan's Successors](#)

























3.2a, Pre-calculate-able

























Both OJ	Problem Title	CP4
00256	 <a href="#">Quirksome Squares</a>	3.2a, Pre-calculate-able
00347	 <a href="#">Run</a>	3.2a, Pre-calculate-able
00750	 <a href="#">8 Queens Chess Problem</a>	3.2a, Pre-calculate-able
00861	 <a href="#">Little Bishops</a>	3.2a, Pre-calculate-able
10128	 <a href="#">Queue</a>	3.2a, Pre-calculate-able
10177	 <a href="#">(2/3/4)-D Sqr/Rects/Cubes/...</a>	3.2a, Pre-calculate-able
10276	 <a href="#">Hanoi Tower Troubles Again...</a>	3.2a, Pre-calculate-able
11085	 <a href="#">Back to the 8-Queens</a>	3.2a, Pre-calculate-able
4thought	 <a href="#">4thought</a>	3.2a, Pre-calculate-able
cardtrick2	 <a href="#">cardtrick2</a>	3.2a, Pre-calculate-able
chocolates	 <a href="#">chocolates</a>	3.2a, Pre-calculate-able
foolingaround	 <a href="#">foolingaround</a>	3.2a, Pre-calculate-able
gridmagic	 <a href="#">gridmagic</a>	3.2a, Pre-calculate-able
lastfactorialdigit	 <a href="#">lastfactorialdigit</a>	3.2a, Pre-calculate-able
luckynumber	 <a href="#">luckynumber</a>	3.2a, Pre-calculate-able
mancala	 <a href="#">mancala</a>	3.2a, Pre-calculate-able
primematrix	 <a href="#">primematrix</a>	3.2a, Pre-calculate-able
sgcoin	 <a href="#">sgcoin</a>	3.2a, Pre-calculate-able
theplank	 <a href="#">theplank</a>	3.2a, Pre-calculate-able
00105	 <a href="#">The Skyline Problem</a>	3.2b, Iterative (Two Loops)
00592	 <a href="#">Island of Logic</a>	3.2b, Iterative (Two Loops)
00617	 <a href="#">Nonstop Travel</a>	3.2b, Iterative (Two Loops)
01260	 <a href="#">Sales</a>	3.2b, Iterative (Two Loops)
01588	 <a href="#">Kickdown</a>	3.2b, Iterative (Two Loops)

























Both OJ	Problem Title	CP4
10041	 <a href="#">Vito's Family</a>	3.2b, Iterative (Two Loops)
10487	 <a href="#">Closest Sums</a>	3.2b, Iterative (Two Loops)
10570	 <a href="#">Meeting with Aliens</a>	3.2b, Iterative (Two Loops)
10670	 <a href="#">Work Reduction</a>	3.2b, Iterative (Two Loops)
10730	 <a href="#">Antiarithmetic?</a>	3.2b, Iterative (Two Loops)
11242	 <a href="#">Tour de France</a>	3.2b, Iterative (Two Loops)
12205	 <a href="#">Happy Telephones</a>	3.2b, Iterative (Two Loops)
<b>12488</b>	 <a href="#">Start Grid</a>	<b>3.2b, Iterative (Two Loops)</b>
12583	 <a href="#">Memory Overflow</a>	3.2b, Iterative (Two Loops)
13018	 <a href="#">Dice Cup</a>	3.2b, Iterative (Two Loops)
8queens	 <a href="#">8queens</a>	3.2b, Iterative (Two Loops)
antiarithmetic	 <a href="#">antiarithmetic</a>	3.2b, Iterative (Two Loops)
bestrelayteam	 <a href="#">bestrelayteam</a>	3.2b, Iterative (Two Loops)
bikegears	 <a href="#">bikegears</a>	3.2b, Iterative (Two Loops)
<b>blackfriday</b>	 <a href="#">blackfriday</a>	<b>3.2b, Iterative (Two Loops)</b>
<b>closestsums</b>	 <a href="#">closestsums</a>	<b>3.2b, Iterative (Two Loops)</b>
<b>codeguessing</b>	 <a href="#">codeguessing</a>	<b>3.2b, Iterative (Two Loops)</b>
<b>golombrulers</b>	 <a href="#">golombrulers</a>	<b>3.2b, Iterative (Two Loops)</b>
kafkaesque	 <a href="#">kafkaesque</a>	3.2b, Iterative (Two Loops)
liga	 <a href="#">liga</a>	3.2b, Iterative (Two Loops)
<b>majstor</b>	 <a href="#">majstor</a>	<b>3.2b, Iterative (Two Loops)</b>
<b>missingnumber</b>	 <a href="#">missingnumber</a>	<b>3.2b, Iterative (Two Loops)</b>
peg	 <a href="#">peg</a>	3.2b, Iterative (Two Loops)
pet	 <a href="#">pet</a>	3.2b, Iterative (Two Loops)

Both OJ	Problem Title	CP4
putovanje	 <a href="#">putovanje</a>	3.2b, Iterative (Two Loops)
reduction	 <a href="#">reduction</a>	3.2b, Iterative (Two Loops)
register	 <a href="#">register</a>	3.2b, Iterative (Two Loops)
smoothiestand	 <a href="#">smoothiestand</a>	3.2b, Iterative (Two Loops)
summertrip	 <a href="#">summertrip</a>	3.2b, Iterative (Two Loops)
telephones	 <a href="#">telephones</a>	3.2b, Iterative (Two Loops)
tourdefrance	 <a href="#">tourdefrance</a>	3.2b, Iterative (Two Loops)
00154	 <a href="#">Recycling</a>	3.2c, Three+ Nested Loops, E
00441	 <a href="#">Lotto</a>	3.2c, Three+ Nested Loops, E
00626	 <a href="#">Ecosystem</a>	3.2c, Three+ Nested Loops, E
00703	 <a href="#">Triple Ties: The Organizer...</a>	3.2c, Three+ Nested Loops, E
00735	 <a href="#">Dart-a-Mania</a>	3.2c, Three+ Nested Loops, E
10102	 <a href="#">The path in the colored fi...</a>	3.2c, Three+ Nested Loops, E
10662	 <a href="#">The Wedding</a>	3.2c, Three+ Nested Loops, E
11059	 <a href="#">Maximum Product</a>	3.2c, Three+ Nested Loops, E
12498	 <a href="#">Ant's Shopping Mall</a>	3.2c, Three+ Nested Loops, E
12515	 <a href="#">Movie Police</a>	3.2c, Three+ Nested Loops, E
12801	 <a href="#">Grandpa Pepe's Pizza</a>	3.2c, Three+ Nested Loops, E
12844	 <a href="#">Outwitting the Weighing Ma...</a>	3.2c, Three+ Nested Loops, E
cinemaseating	 <a href="#">cinemaseating</a>	3.2c, Three+ Nested Loops, E
cudoviste	 <a href="#">cudoviste</a>	3.2c, Three+ Nested Loops, E
mathhomework	 <a href="#">mathhomework</a>	3.2c, Three+ Nested Loops, E
npuzzle	 <a href="#">npuzzle</a>	3.2c, Three+ Nested Loops, E
patuljci	 <a href="#">patuljci</a>	3.2c, Three+ Nested Loops, E

























Both OJ	Problem Title	CP4
radir	 <a href="#">radir</a>	3.2c, Three+ Nested Loops, E
safehouses	 <a href="#">safehouses</a>	3.2c, Three+ Nested Loops, E
set	 <a href="#">set</a>	3.2c, Three+ Nested Loops, E
triangledrama	 <a href="#">triangledrama</a>	3.2c, Three+ Nested Loops, E
00253	 <a href="#">Cube painting</a>	3.2d, Three+ Nested Loops, H
00296	 <a href="#">Safebreaker</a>	3.2d, Three+ Nested Loops, H
00386	 <a href="#">Perfect Cubes</a>	3.2d, Three+ Nested Loops, H
10360	 <a href="#">Rat Attack</a>	3.2d, Three+ Nested Loops, H
10365	 <a href="#">Blocks</a>	3.2d, Three+ Nested Loops, H
10483	 <a href="#">The Sum Equals the Product</a>	3.2d, Three+ Nested Loops, H
10502	 <a href="#">Counting Rectangles</a>	3.2d, Three+ Nested Loops, H
10660	 <a href="#">Citizen attention offices</a>	3.2d, Three+ Nested Loops, H
10973	 <a href="#">Triangle Counting</a>	3.2d, Three+ Nested Loops, H
11108	 <a href="#">Tautology</a>	3.2d, Three+ Nested Loops, H
11236	 <a href="#">Grocery store</a>	3.2d, Three+ Nested Loops, H
11342	 <a href="#">Three-square</a>	3.2d, Three+ Nested Loops, H
11548	 <a href="#">Blackboard Bonanza</a>	3.2d, Three+ Nested Loops, H
11565	 <a href="#">Simple Equations</a>	3.2d, Three+ Nested Loops, H
11804	 <a href="#">Argentina</a>	3.2d, Three+ Nested Loops, H
11959	 <a href="#">Dice</a>	3.2d, Three+ Nested Loops, H
11975	 <a href="#">Tele-loto</a>	3.2d, Three+ Nested Loops, H
12337	 <a href="#">Bob's Beautiful Balls</a>	3.2d, Three+ Nested Loops, H
calculatingdartscores	 <a href="#">calculatingdartscores</a>	3.2d, Three+ Nested Loops, H
goblingardenguards	 <a href="#">goblingardenguards</a>	3.2d, Three+ Nested Loops, H

























Both OJ	Problem Title	CP4
<i>lektira</i>	 <a href="#">lektira</a>	<i>3.2d, Three+ Nested Loops, H</i>
medals	 <a href="#">medals</a>	3.2d, Three+ Nested Loops, H
misa	 <a href="#">misa</a>	3.2d, Three+ Nested Loops, H
<i>tautology</i>	 <a href="#">tautology</a>	<i>3.2d, Three+ Nested Loops, H</i>
00140	 <a href="#">Bandwidth</a>	3.2e, Iterative (Permutation)
00146	 <a href="#">ID Codes</a>	3.2e, Iterative (Permutation)
<i>00234</i>	 <a href="#">Switching Channels</a>	<i>3.2e, Iterative (Permutation)</i>
00418	 <a href="#">Molecules</a>	3.2e, Iterative (Permutation)
<i>01064</i>	 <a href="#">Network</a>	<i>3.2e, Iterative (Permutation)</i>
01209	 <a href="#">Wordfish</a>	3.2e, Iterative (Permutation)
10997	 <a href="#">Medals</a>	3.2e, Iterative (Permutation)
11412	 <a href="#">Dig the Holes</a>	3.2e, Iterative (Permutation)
<i>11742</i>	 <a href="#">Social Constraints</a>	<i>3.2e, Iterative (Permutation)</i>
<i>12249</i>	 <a href="#">Overlapping Scenes</a>	<i>3.2e, Iterative (Permutation)</i>
classpicture	 <a href="#">classpicture</a>	3.2e, Iterative (Permutation)
<i>dancerecital</i>	 <a href="#">dancerecital</a>	<i>3.2e, Iterative (Permutation)</i>
<i>dreamer</i>	 <a href="#">dreamer</a>	<i>3.2e, Iterative (Permutation)</i>
towering	 <a href="#">towering</a>	3.2e, Iterative (Permutation)
<i>veci</i>	 <a href="#">veci</a>	<i>3.2e, Iterative (Permutation)</i>
victorythroughsynergy	 <a href="#">victorythroughsynergy</a>	3.2e, Iterative (Permutation)
00435	 <a href="#">Block Voting</a>	3.2f, Iterative (Combination)
00517	 <a href="#">Word</a>	3.2f, Iterative (Combination)
<i>00639</i>	 <a href="#">Don't Get Rooked</a>	<i>3.2f, Iterative (Combination)</i>
<i>01047</i>	 <a href="#">Zones</a>	<i>3.2f, Iterative (Combination)</i>

























Both OJ	Problem Title	CP4
11205	 <a href="#">The broken pedometer</a>	3.2f, Iterative (Combination)
11659	 <a href="#">Informants</a>	3.2f, Iterative (Combination)
12346	 <a href="#">Water Gate Management</a>	3.2f, Iterative (Combination)
12348	 <a href="#">Fun Coloring</a>	3.2f, Iterative (Combination)
12406	 <a href="#">Help Dexter</a>	3.2f, Iterative (Combination)
12694	 <a href="#">Meeting Room Arrangement</a>	3.2f, Iterative (Combination)
13103	 <a href="#">Tobby and Seven</a>	3.2f, Iterative (Combination)
buildingboundaries	 <a href="#">buildingboundaries</a>	3.2f, Iterative (Combination)
doubleplusgood	 <a href="#">doubleplusgood</a>	3.2f, Iterative (Combination)
exammanipulation	 <a href="#">exammanipulation</a>	3.2f, Iterative (Combination)
geppetto	 <a href="#">geppetto</a>	3.2f, Iterative (Combination)
perket	 <a href="#">perket</a>	3.2f, Iterative (Combination)
squaredeal	 <a href="#">squaredeal</a>	3.2f, Iterative (Combination)
zgrade	 <a href="#">zgrade</a>	3.2f, Iterative (Combination)
00102	 <a href="#">Ecological Bin Packing</a>	3.2g, Try All Answers
00188	 <a href="#">Perfect Hash</a>	3.2g, Try All Answers
00471	 <a href="#">Magic Numbers</a>	3.2g, Try All Answers
00725	 <a href="#">Division</a>	3.2g, Try All Answers
10908	 <a href="#">Largest Square</a>	3.2g, Try All Answers
communication	 <a href="#">communication</a>	3.2g, Try All Answers
cookingwater	 <a href="#">cookingwater</a>	3.2g, Try All Answers
flexible	 <a href="#">flexible</a>	3.2g, Try All Answers
heirsdilemma	 <a href="#">heirsdilemma</a>	3.2g, Try All Answers
islands	 <a href="#">islands</a>	3.2g, Try All Answers

























Both OJ	Problem Title	CP4
owlandfox	 <a href="#">owlandfox</a>	3.2g, Try All Answers
parking2	 <a href="#">parking2</a>	3.2g, Try All Answers
prinova	 <a href="#">prinova</a>	3.2g, Try All Answers
savingforretirement	 <a href="#">savingforretirement</a>	3.2g, Try All Answers
<a href="#">tabsandspaces</a>	 <a href="#">tabsandspaces</a>	<a href="#">3.2g, Try All Answers</a>
walls	 <a href="#">walls</a>	<i>3.2g, Try All Answers</i>
00100	 <a href="#">The 3n + 1 problem</a>	3.2h, Math Simulation, Easier
00371	 <a href="#">Ackermann Functions</a>	3.2h, Math Simulation, Easier
<i>00382</i>	 <a href="#">Perfection</a>	<i>3.2h, Math Simulation, Easier</i>
00654	 <a href="#">Ratio</a>	3.2h, Math Simulation, Easier
00906	 <a href="#">Rational Neighbor</a>	3.2h, Math Simulation, Easier
<i>01225</i>	 <a href="#">Digit Counting</a>	<i>3.2h, Math Simulation, Easier</i>
01583	 <a href="#">Digit Generator</a>	3.2h, Math Simulation, Easier
<i>10346</i>	 <a href="#">Peter's Smokes</a>	<i>3.2h, Math Simulation, Easier</i>
10370	 <a href="#">Above Average</a>	3.2h, Math Simulation, Easier
10783	 <a href="#">Odd Sum</a>	3.2h, Math Simulation, Easier
10879	 <a href="#">Code Refactoring</a>	3.2h, Math Simulation, Easier
11001	 <a href="#">Necklace</a>	3.2h, Math Simulation, Easier
11150	 <a href="#">Cola</a>	3.2h, Math Simulation, Easier
11247	 <a href="#">Income Tax</a>	3.2h, Math Simulation, Easier
11313	 <a href="#">Gourmet Games</a>	3.2h, Math Simulation, Easier
11689	 <a href="#">Soda Surpler</a>	3.2h, Math Simulation, Easier
11877	 <a href="#">The Coco-Cola Store</a>	3.2h, Math Simulation, Easier
11934	 <a href="#">Magic Formula</a>	3.2h, Math Simulation, Easier













































Both OJ	Problem Title	CP4
12527	 <a href="#">Different Digits</a>	3.2h, Math Simulation, Easier
12938	 <a href="#">Just Another Easy Problem</a>	3.2h, Math Simulation, Easier
13059	 <a href="#">Tennis Championship</a>	3.2h, Math Simulation, Easier
13131	 <a href="#">Divisors</a>	3.2h, Math Simulation, Easier
aboveaverage	 <a href="#">aboveaverage</a>	3.2h, Math Simulation, Easier
<a href="#">damagedequation</a>	 <a href="#">damagedequation</a>	<a href="#">3.2h, Math Simulation, Easier</a>
dicecup	 <a href="#">dicecup</a>	3.2h, Math Simulation, Easier
<i>easiest</i>	 <a href="#">easiest</a>	<i>3.2h, Math Simulation, Easier</i>
<i>growlinggears</i>	 <a href="#">growlinggears</a>	<i>3.2h, Math Simulation, Easier</i>
<a href="#">hailstone2</a>	 <a href="#">hailstone2</a>	<a href="#">3.2h, Math Simulation, Easier</a>
harshadnumbers	 <a href="#">harshadnumbers</a>	3.2h, Math Simulation, Easier
<a href="#">powersof2easy</a>	 <a href="#">powersof2easy</a>	<a href="#">3.2h, Math Simulation, Easier</a>
<a href="#">refrigerator</a>	 <a href="#">refrigerator</a>	<a href="#">3.2h, Math Simulation, Easier</a>
socialrunning	 <a href="#">socialrunning</a>	3.2h, Math Simulation, Easier
sodaslurper	 <a href="#">sodaslurper</a>	3.2h, Math Simulation, Easier
somesum	 <a href="#">somesum</a>	3.2h, Math Simulation, Easier
sumoftheothers	 <a href="#">sumoftheothers</a>	3.2h, Math Simulation, Easier
tri	 <a href="#">tri</a>	3.2h, Math Simulation, Easier
<i>trollhunt</i>	 <a href="#">trollhunt</a>	<i>3.2h, Math Simulation, Easier</i>
<i>videospeedup</i>	 <a href="#">videospeedup</a>	<i>3.2h, Math Simulation, Easier</i>
zamka	 <a href="#">zamka</a>	3.2h, Math Simulation, Easier
00493	 <a href="#">Rational Spiral</a>	3.2i, Math Simulation, Harder
00550	 <a href="#">Multiplying by Rotation</a>	3.2i, Math Simulation, Harder
<i>00616</i>	 <a href="#">Coconuts, Revisited</a>	<i>3.2i, Math Simulation, Harder</i>

























Both OJ	Problem Title	CP4
00697	 <a href="#">Jack and Jill</a>	3.2i, Math Simulation, Harder
00846	 <a href="#">Steps</a>	3.2i, Math Simulation, Harder
10025	 <a href="#">The ? 1 ? 2 ? ... ? n = k ...</a>	3.2i, Math Simulation, Harder
10035	 <a href="#">Primary Arithmetic</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
11968	 <a href="#">In The Airport</a>	3.2i, Math Simulation, Harder
12169	 <a href="#">Disgruntled Judge</a>	3.2i, Math Simulation, Harder
12290	 <a href="#">Counting Game</a>	3.2i, Math Simulation, Harder
12665	 <a href="#">Joking with Fermat's Last ...</a>	3.2i, Math Simulation, Harder
12792	 <a href="#">Shuffled Deck</a>	3.2i, Math Simulation, Harder
12895	 <a href="#">Armstrong Number</a>	3.2i, Math Simulation, Harder
crackingsrsa	 <a href="#">crackingsrsa</a>	3.2i, Math Simulation, Harder
disgruntledjudge	 <a href="#">disgruntledjudge</a>	3.2i, Math Simulation, Harder
falling	 <a href="#">falling</a>	3.2i, Math Simulation, Harder
houelawn	 <a href="#">houelawn</a>	3.2i, Math Simulation, Harder
lipschitzconstant	 <a href="#">lipschitzconstant</a>	3.2i, Math Simulation, Harder
milestones	 <a href="#">milestones</a>	3.2i, Math Simulation, Harder
repeatingdecimal	 <a href="#">repeatingdecimal</a>	3.2i, Math Simulation, Harder
robotopia	 <a href="#">robotopia</a>	3.2i, Math Simulation, Harder
thanosthehero	 <a href="#">thanosthehero</a>	3.2i, Math Simulation, Harder
00130	 <a href="#">Roman Roulette</a>	3.2j, Josephus Problem
00133	 <a href="#">The Dole Queue</a>	3.2j, Josephus Problem

























Both OJ	Problem Title	CP4
00151	 <a href="#">Power Crisis</a>	3.2j, Josephus Problem
00305	 <a href="#">Joseph</a>	3.2j, Josephus Problem
00402	 <a href="#">M*A*S*H</a>	3.2j, Josephus Problem
00440	 <a href="#">Eeny Meeny Moo</a>	3.2j, Josephus Problem
01176	 <a href="#">A Benevolent Josephus</a>	3.2j, Josephus Problem
10015	 <a href="#">Joseph's Cousin</a>	3.2j, Josephus Problem
10771	 <a href="#">Barbarian tribes</a>	3.2j, Josephus Problem
10774	 <a href="#">Repeated Josephus</a>	3.2j, Josephus Problem
11351	 <a href="#">Last Man Standing</a>	3.2j, Josephus Problem
coconut	 <a href="#">coconut</a>	3.2j, Josephus Problem
eenymeeny	 <a href="#">eenymeeny</a>	3.2j, Josephus Problem
musicalchairs	 <a href="#">musicalchairs</a>	3.2j, Josephus Problem
toys	 <a href="#">toys</a>	3.2j, Josephus Problem
00380	 <a href="#">Call Forwarding</a>	3.2k, Backtracking (Easier)
00487	 <a href="#">Boggle Blitz</a>	3.2k, Backtracking (Easier)
00524	 <a href="#">Prime Ring Problem</a>	3.2k, Backtracking (Easier)
00529	 <a href="#">Addition Chains</a>	3.2k, Backtracking (Easier)
00571	 <a href="#">Jugs</a>	3.2k, Backtracking (Easier)
00598	 <a href="#">Bundling Newspapers</a>	3.2k, Backtracking (Easier)
00628	 <a href="#">Passwords</a>	3.2k, Backtracking (Easier)
00677	 <a href="#">All Walks of length "n" fr...</a>	3.2k, Backtracking (Easier)
00729	 <a href="#">The Hamming Distance Probl...</a>	3.2k, Backtracking (Easier)
00868	 <a href="#">Numerical Maze</a>	3.2k, Backtracking (Easier)
10344	 <a href="#">23 out of 5</a>	3.2k, Backtracking (Easier)

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10452	 <a href="#">Marcus</a>	3.2k, Backtracking (Easier)
10503	 <a href="#">The dominoes solitaire</a>	3.2k, Backtracking (Easier)
10576	 <a href="#">Y2K Accounting Bug</a>	3.2k, Backtracking (Easier)
10624	 <a href="#">Super Number</a>	3.2k, Backtracking (Easier)
10776	 <a href="#">Determine The Combination</a>	3.2k, Backtracking (Easier)
10950	 <a href="#">Bad Code</a>	3.2k, Backtracking (Easier)
11201	 <a href="#">The problem of the crazy l...</a>	3.2k, Backtracking (Easier)
11961	 <a href="#">DNA</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)
gradecurving	 <a href="#">gradecurving</a>	3.2k, Backtracking (Easier)
natjecanje	 <a href="#">natjecanje</a>	3.2k, Backtracking (Easier)
paintings	 <a href="#">paintings</a>	3.2k, Backtracking (Easier)
00129	 <a href="#">Krypton Factor</a>	3.2l, Backtracking (Harder)
00208	 <a href="#">Firetruck</a>	3.2l, Backtracking (Harder)
00222	 <a href="#">Budget Travel</a>	3.2l, Backtracking (Harder)
00301	 <a href="#">Transportation</a>	3.2l, Backtracking (Harder)
00307	 <a href="#">Sticks</a>	3.2l, Backtracking (Harder)
00331	 <a href="#">Mapping the Swaps</a>	3.2l, Backtracking (Harder)
00416	 <a href="#">LED Test</a>	3.2l, Backtracking (Harder)
00433	 <a href="#">Bank (Not Quite O.C.R.)</a>	3.2l, Backtracking (Harder)
00565	 <a href="#">Pizza Anyone?</a>	3.2l, Backtracking (Harder)
01262	 <a href="#">Password</a>	3.2l, Backtracking (Harder)
10001	 <a href="#">Garden of Eden</a>	3.2l, Backtracking (Harder)


















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10063	 <a href="#">Knuth's Permutation</a>	3.2I, Backtracking (Harder)
10094	 <a href="#">Place the Guards</a>	3.2I, Backtracking (Harder)
10460	 <a href="#">Find the Permuted String</a>	3.2I, Backtracking (Harder)
10475	 <a href="#">Help the Leaders</a>	3.2I, Backtracking (Harder)
10582	 <a href="#">ASCII Labyrinth</a>	3.2I, Backtracking (Harder)
11052	 <a href="#">Economic phone calls</a>	3.2I, Backtracking (Harder)
11753	 <a href="#">Creating Palindrome</a>	3.2I, Backtracking (Harder)
carvet	 <a href="#">carvet</a>	3.2I, Backtracking (Harder)
<i>dobra</i>	 <a href="#">dobra</a>	<i>3.2I, Backtracking (Harder)</i>
<i>fruitbaskets</i>	 <a href="#">fruitbaskets</a>	<i>3.2I, Backtracking (Harder)</i>
<i>pagelayout</i>	 <a href="#">pagelayout</a>	<i>3.2I, Backtracking (Harder)</i>
primes	 <a href="#">primes</a>	3.2I, Backtracking (Harder)
solitaire	 <a href="#">solitaire</a>	3.2I, Backtracking (Harder)
00131	 <a href="#">The Psychic Poker Player</a>	8.2a, Harder Backtracking
00211	 <a href="#">The Domino Effect</a>	8.2a, Harder Backtracking
00387	 <a href="#">A Puzzling Problem</a>	8.2a, Harder Backtracking
00710	 <a href="#">The Game</a>	8.2a, Harder Backtracking
<i>00711</i>	 <a href="#">Dividing up</a>	<i>8.2a, Harder Backtracking</i>
<i>01052</i>	 <a href="#">Bit Compressor</a>	<i>8.2a, Harder Backtracking</i>
10202	 <a href="#">Pairsumonious Numbers</a>	8.2a, Harder Backtracking
10309	 <a href="#">Turn the Lights Off</a>	8.2a, Harder Backtracking
10318	 <a href="#">Security Panel</a>	8.2a, Harder Backtracking
10422	 <a href="#">Knights in FEN</a>	8.2a, Harder Backtracking
10890	 <a href="#">Maze</a>	8.2a, Harder Backtracking

Both OJ	Problem Title	CP4
11090	 <a href="#">Going in Cycle!!</a>	8.2a, Harder Backtracking
11127	 <a href="#">Triple-Free Binary Strings</a>	8.2a, Harder Backtracking
11195	 <a href="#">Another n-Queen Problem</a>	8.2a, Harder Backtracking
11451	 <a href="#">Water restrictions</a>	8.2a, Harder Backtracking
11464	 <a href="#">Even Parity</a>	8.2a, Harder Backtracking
11471	 <a href="#">Arrange the Tiles</a>	8.2a, Harder Backtracking
11699	 <a href="#">Rooks</a>	8.2a, Harder Backtracking
capsules	 <a href="#">capsules</a>	8.2a, Harder Backtracking
committeeassignment	 <a href="#">committeeassignment</a>	8.2a, Harder Backtracking
greatswercporto	 <a href="#">greatswercporto</a>	8.2a, Harder Backtracking
holeynqueensbatman	 <a href="#">holeynqueensbatman</a>	8.2a, Harder Backtracking
knightsfen	 <a href="#">knightsfen</a>	8.2a, Harder Backtracking
minibattleship	 <a href="#">minibattleship</a>	8.2a, Harder Backtracking
pebblesolitaire	 <a href="#">pebblesolitaire</a>	8.2a, Harder Backtracking
sumdoku	 <a href="#">sumdoku</a>	8.2a, Harder Backtracking
00298	 <a href="#">Race Tracks</a>	8.2b, State-Space, BFS, E
00928	 <a href="#">Eternal Truths</a>	8.2b, State-Space, BFS, E
01600	 <a href="#">Patrol Robot</a>	8.2b, State-Space, BFS, E
10047	 <a href="#">The Monocycle</a>	8.2b, State-Space, BFS, E
10097	 <a href="#">The Color Game</a>	8.2b, State-Space, BFS, E
10306	 <a href="#">e-Coins</a>	8.2b, State-Space, BFS, E
10682	 <a href="#">Forr</a>	8.2b, State-Space, BFS, E
11513	 <a href="#">9 Puzzle</a>	8.2b, State-Space, BFS, E
11974	 <a href="#">Switch The Lights</a>	8.2b, State-Space, BFS, E

Both OJ	Problem Title	CP4
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
hydrasheads	 <a href="#">hydrasheads</a>	8.2b, State-Space, BFS, E
illiteracy	 <a href="#">illiteracy</a>	8.2b, State-Space, BFS, E
safe	 <a href="#">safe</a>	8.2b, State-Space, BFS, E
00321	 <a href="#">The New Villa</a>	8.2c, State-Space, BFS, H
00704	 <a href="#">Colour Hash</a>	8.2c, State-Space, BFS, H
00816	 <a href="#">Abbott's Revenge</a>	8.2c, State-Space, BFS, H
00985	 <a href="#">Round and Round Maze</a>	8.2c, State-Space, BFS, H
01251	 <a href="#">Repeated Substitution with...</a>	8.2c, State-Space, BFS, H
01253	 <a href="#">Infected Land</a>	8.2c, State-Space, BFS, H
01714	 <a href="#">Keyboarding</a>	8.2c, State-Space, BFS, H
10021	 <a href="#">Cube in the labirint</a>	8.2c, State-Space, BFS, H
10085	 <a href="#">The most distant state</a>	8.2c, State-Space, BFS, H
11160	 <a href="#">Going Together</a>	8.2c, State-Space, BFS, H
11198	 <a href="#">Dancing Digits</a>	8.2c, State-Space, BFS, H
11212	 <a href="#">Editing a Book</a>	8.2c, State-Space, BFS, H
11329	 <a href="#">Curious Fleas</a>	8.2c, State-Space, BFS, H
12445	 <a href="#">Happy 12</a>	8.2c, State-Space, BFS, H
12569	 <a href="#">Planning mobile robot on T...</a>	8.2c, State-Space, BFS, H
buggyrobot	 <a href="#">buggyrobot</a>	8.2c, State-Space, BFS, H
buggyrobot2	 <a href="#">buggyrobot2</a>	8.2c, State-Space, BFS, H
distinctivecharacter	 <a href="#">distinctivecharacter</a>	8.2c, State-Space, BFS, H

Both OJ	Problem Title	CP4
enteringthetime	 <a href="#">enteringthetime</a>	8.2c, State-Space, BFS, H
jabuke2	 <a href="#">jabuke2</a>	8.2c, State-Space, BFS, H
jumpingyoshi	 <a href="#">jumpingyoshi</a>	8.2c, State-Space, BFS, H
keyboard	 <a href="#">keyboard</a>	8.2c, State-Space, BFS, H
ricochetrobots	 <a href="#">ricochetrobots</a>	8.2c, State-Space, BFS, H
robotmaze	 <a href="#">robotmaze</a>	8.2c, State-Space, BFS, H
robotturtles	 <a href="#">robotturtles</a>	8.2c, State-Space, BFS, H
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
10923	 <a href="#">Seven Seas</a>	8.2d, State-Space, Dijkstra
11374	 <a href="#">Airport Express</a>	8.2d, State-Space, Dijkstra
bigtruck	 <a href="#">bigtruck</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
kitchen	 <a href="#">kitchen</a>	8.2d, State-Space, Dijkstra
quantum	 <a href="#">quantum</a>	8.2d, State-Space, Dijkstra
rainbowroadrace	 <a href="#">rainbowroadrace</a>	8.2d, State-Space, Dijkstra
treasure	 <a href="#">treasure</a>	8.2d, State-Space, Dijkstra
00193	 <a href="#">Graph Coloring</a>	8.6a, NP-hard/C, small, E
00539	 <a href="#">The Settlers of Catan</a>	8.6a, NP-hard/C, small, E
00574	 <a href="#">Sum It Up</a>	8.6a, NP-hard/C, small, E
00624	 <a href="#">CD</a>	8.6a, NP-hard/C, small, E



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00775	 <a href="#">Hamiltonian Cycle</a>	8.6a, NP-hard/C, small, E
00989	 <a href="#">Su Doku</a>	8.6a, NP-hard/C, small, E
10957	 <a href="#">So Doku Checker</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
balanceddiet	 <a href="#">balanceddiet</a>	8.6a, NP-hard/C, small, E
equalsumseasy	 <a href="#">equalsumseasy</a>	8.6a, NP-hard/C, small, E
flowfree	 <a href="#">flowfree</a>	8.6a, NP-hard/C, small, E
font	 <a href="#">font</a>	8.6a, NP-hard/C, small, E
satisfiability	 <a href="#">satisfiability</a>	8.6a, NP-hard/C, small, E
socialadvertising	 <a href="#">socialadvertising</a>	8.6a, NP-hard/C, small, E
tightfitsudoku	 <a href="#">tightfitsudoku</a>	8.6a, NP-hard/C, small, E
vivoparc	 <a href="#">vivoparc</a>	8.6a, NP-hard/C, small, E
00652	 <a href="#">Eight</a>	9.asta, A* or IDA*
00656	 <a href="#">Optimal Programs</a>	9.asta, A* or IDA*
10181	 <a href="#">15-Puzzle Problem</a>	9.asta, A* or IDA*
11163	 <a href="#">Jaguar King</a>	9.asta, A* or IDA*
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