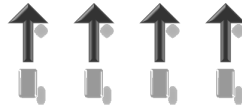




# Competitive Programming



## 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: undefined

Problem Quality: Starred

Number of problems shown (initially in CP4 order): 80

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
00588	 <a href="#">Video Surveillance</a>	9.artg, Art Gallery
01304	 <a href="#">Art Gallery</a>	9.artg, Art Gallery
01571	 <a href="#">How I Mathematician Wonder...</a>	9.artg, Art Gallery

Both OJ	Problem Title	CP4
10078	 <a href="#">The Art Gallery</a>	9.artg, Art Gallery
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*
joggingtrails	 <a href="#">joggingtrails</a>	9.chi1, Chinese Postman
00756	 <a href="#">Biorhythms</a>	9.chi2, Chinese Remainder
chineseremainder	 <a href="#">chineseremainder</a>	9.chi2, Chinese Remainder
generalchineseremainder	 <a href="#">generalchineseremainder</a>	9.chi2, Chinese Remainder
granica	 <a href="#">granica</a>	9.chi2, Chinese Remainder
heliocentric	 <a href="#">heliocentric</a>	9.chi2, Chinese Remainder
remainderreminder	 <a href="#">remainderreminder</a>	9.chi2, Chinese Remainder
10245	 <a href="#">The Closest Pair Problem</a>	9.clos, Closest Pair
11378	 <a href="#">Bey Battle</a>	9.clos, Closest Pair
closestpair1	 <a href="#">closestpair1</a>	9.clos, Closest Pair
10165	 <a href="#">Stone Game</a>	9.comb, Comb Game Theory
11311	 <a href="#">Exclusively Edible</a>	9.comb, Comb Game Theory
01266	 <a href="#">Magic Square</a>	9.cons, Construction
10741	 <a href="#">Magic Cube</a>	9.cons, Construction
base2palindrome	 <a href="#">base2palindrome</a>	9.cons, Construction
espressobucks	 <a href="#">espressobucks</a>	9.cons, Construction
exofficio	 <a href="#">exofficio</a>	9.cons, Construction
plowking	 <a href="#">plowking</a>	9.cons, Construction
poplava	 <a href="#">poplava</a>	9.cons, Construction

Both OJ	Problem Title	CP4
10506	 <a href="#">The Ouroboros problem</a>	9.debr, De Bruijn Sequence
11439	 <a href="#">Maximizing the ICPC</a>	9.edmo, Edmonds' Matching
10934	 <a href="#">Dropping water balloons</a>	9.eggd, Egg Dropping Puzzle
batteries	 <a href="#">batteries</a>	9.eggd, Egg Dropping Puzzle
powereggs	 <a href="#">powereggs</a>	9.eggd, Egg Dropping Puzzle
golfbot	 <a href="#">golfbot</a>	9.fast, Fast Fourier Trans
polymul2	 <a href="#">polymul2</a>	9.fast, Fast Fourier Trans
01645	 <a href="#">Count</a>	9.form, Formulas/Theorems
11719	 <a href="#">Gridland Airports</a>	9.form, Formulas/Theorems
12786	 <a href="#">Friendship Networks</a>	9.form, Formulas/Theorems
13108	 <a href="#">Juanma and the Drinking Fo...</a>	9.form, Formulas/Theorems
houseofcards	 <a href="#">houseofcards</a>	9.form, Formulas/Theorems
janitortroubles	 <a href="#">janitortroubles</a>	9.form, Formulas/Theorems
sjecista	 <a href="#">sjecista</a>	9.form, Formulas/Theorems
00684	 <a href="#">Integral Determinant</a>	9.gaus, Gauss Elimination
11319	 <a href="#">Stupid Sequence</a>	9.gaus, Gauss Elimination
seti	 <a href="#">seti</a>	9.gaus, Gauss Elimination
pizza	 <a href="#">pizza</a>	9.grad, Gradient Descent
amazing	 <a href="#">amazing</a>	9.inte, Interactive Problem
askmarilyn	 <a href="#">askmarilyn</a>	9.inte, Interactive Problem
blackout	 <a href="#">blackout</a>	9.inte, Interactive Problem
crusaders	 <a href="#">crusaders</a>	9.inte, Interactive Problem
guess	 <a href="#">guess</a>	9.inte, Interactive Problem
01045	 <a href="#">The Great Wall Game</a>	9.kuhn, Kuhn-Munkres

Both OJ	Problem Title	CP4
10746	 <a href="#">Crime Wave - The Sequel</a>	9.kuhn, Kuhn-Munkres
10888	 <a href="#">Warehouse</a>	9.kuhn, Kuhn-Munkres
11553	 <a href="#">Grid Game</a>	9.kuhn, Kuhn-Munkres
aqueducts	 <a href="#">aqueducts</a>	9.kuhn, Kuhn-Munkres
engaging	 <a href="#">engaging</a>	9.kuhn, Kuhn-Munkres
cheeseifyouplease	 <a href="#">cheeseifyouplease</a>	9.line, Linear Programming
maximumrent	 <a href="#">maximumrent</a>	9.line, Linear Programming
10938	 <a href="#">Flea circus</a>	9.lowe, Lowest Common Anc
12238	 <a href="#">Ants Colony</a>	9.lowe, Lowest Common Anc
chewbacca	 <a href="#">chewbacca</a>	9.lowe, Lowest Common Anc
00348	 <a href="#">Optimal Array Multiplicati...</a>	9.matr, Matrix Chain Mult
10594	 <a href="#">Data Flow</a>	9.minc, Min Cost (Max) Flow
10806	 <a href="#">Dijkstra, Dijkstra.</a>	9.minc, Min Cost (Max) Flow
11301	 <a href="#">Great Wall of China</a>	9.minc, Min Cost (Max) Flow
12821	 <a href="#">Double Shortest Paths</a>	9.minc, Min Cost (Max) Flow
catering	 <a href="#">catering</a>	9.minc, Min Cost (Max) Flow
mincostmaxflow	 <a href="#">mincostmaxflow</a>	9.minc, Min Cost (Max) Flow
ragingriver	 <a href="#">ragingriver</a>	9.minc, Min Cost (Max) Flow
00120	 <a href="#">Stacks of Flapjacks</a>	9.panc, Pancake Sorting
11476	 <a href="#">Factorizing Larget Integer...</a>	9.poll, Pollard's rho
00261	 <a href="#">The Window Property</a>	9.slid, Sliding Window
01121	 <a href="#">Subsequence</a>	9.slid, Sliding Window
11536	 <a href="#">Smallest Sub-Array</a>	9.slid, Sliding Window
sound	 <a href="#">sound</a>	9.slid, Sliding Window

Both OJ	Problem Title	CP4
<i>cardboardcontainer</i>	 <a href="#">cardboardcontainer</a>	<i>9.sqrt, Square Root Decomp</i>
<i>modulodatastructures</i>	 <a href="#">modulodatastructures</a>	<i>9.sqrt, Square Root Decomp</i>
<i>00254</i>	 <a href="#">Towers of Hanoi</a>	<i>9.towe, Tower of Hanoi</i>
<i>10017</i>	 <a href="#">The Never Ending Towers of...</a>	<i>9.towe, Tower of Hanoi</i>
<i>10254</i>	 <a href="#">The Priest Mathematician</a>	<i>9.towe, Tower of Hanoi</i>

Showing 1 to 80 of 80 entries

First

Previous

1

Next

Last

## Buy Now!

[CP4 - Book 1 \(A5 Paperback\)](#)

[CP4 - Book 2 \(A5 Paperback\)](#)

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

## Partner Links

[VisuAlgo](#)

[uHunt](#)

[Kattis](#)

[UVa](#)



© 2000-2021 Steven Halim

[Share this page in Facebook](#)