

Problem ID	Hints
&uArr ABCDEF	binary search
&uArr ABSYS	ad-hoc easy
&uArr ACMAKER	dp hard
&uArr ACODE	dp medium
&uArr ACS	ad-hoc tricky
&uArr ACT	ad-hoc stupid
&uArr ADDRREV	big-int easy
&uArr AE00	prime factorization
&uArr AE1B	sorting stupid
&uArr AIBOHP	dp medium
&uArr ALL	bfs nice hard implementation
&uArr ANARC05B	dp binary search
&uArr ANARC05H	dp
&uArr ANARC07C	simulation medium
&uArr ANARC07G	dp
&uArr ANARC08B	ad-hoc stupid
&uArr ANARC08E	dp
&uArr ANARC08F	shortest path
&uArr ANARC08G	elementary graph theory
&uArr ANARC08H	josephsus problem
&uArr ARITH	output formatting tricky
&uArr ARITH2	ad-hoc stupid
&uArr ARMY	ad-hoc stupid

&uArr BABTWR	easy lis
&uArr BABY	hard dp, bitmasks
&uArr BASE	base conversion easy
&uArr BINGO	ad-hoc easy
&uArr BISHOPS	number theory, combinatorics
&uArr BOOKS1	binary search
&uArr BRCKTS	segment tree
&uArr BRCKTS2	dp medium
&uArr BST	binary search tricky
&uArr BYTESE1	dijkstra
&uArr BYTESM2	dp easy
&uArr CANDY	ad-hoc easy
&uArr CANDY3	ad-hoc stupid
&uArr CANTON	simple math
&uArr CERC07B	bitmasks
&uArr CERC07K	bfs nice state
&uArr CHMAZE	bfs nice state
&uArr CLEANRBT	bfs then dp, hard
&uArr CNEASY	geometry easy
&uArr COMCB	dfs easy
&uArr CPRIME	prime sieve-bitflag
&uArr CPRMT	dp lcs
&uArr CRSCNTRY	dp very easy
&uArr CUBES	ad-hoc easy
&uArr CZ_PROB1	dp easy

&uArr DANGER	josephsus problem
&uArr DEPEND	topological sort
&uArr DFLOOR	bitmasks
&uArr DIVSUM	prime factorization phi1
&uArr DIVSUM2	prime factorization phi1 hard
&uArr EASYPROB	ad-hoc tricky
&uArr EIGHTS	math
&uArr EMP	ad-hoc stupid
&uArr EQBOX	geometry medium
&uArr EQDIV	bfs easy
&uArr ETF	eular totient function
&uArr FACT0	prime factorization medium
&uArr FACT1	prime factorization hard
&uArr FACVSPOW	math precalculation medium
&uArr FASHION	sorting easy
&uArr FCANDY	dp weak test data
&uArr FCTRL	number theory easy
&uArr FCTRL2	big-int factorial
&uArr FENCE1	geometry easy
&uArr FPOLICE	dp medium
&uArr GCD2	gcd string-mod easy
&uArr GCD3	math gcd tricky
&uArr GCDEX	math eular totient tricky
&uArr GEOPROB	geometry tricky
&uArr GEORGE	dijkstra nice

&uArr GERGOVIA	greedy
&uArr GNY07A	ad-hoc stupid
&uArr GNY07B	ad-hoc stupid
&uArr GNY07H	dp bitmask tricky
&uArr GORELIAN	bfs hard
&uArr GUESSING	funny interactive
&uArr HALLOW	dp easy
&uArr HASHIT	simulation tricky
&uArr HELPBOB	dp bitmask
&uArr HIGHWAYS	dijkstra
&uArr HIST2	dp bitmask
&uArr HS08PAUL	number theory easy
&uArr HUBULLU	ad-hoc stupid
&uArr IMAGE	flood fill
&uArr INCARDS	dijkstra medium
&uArr JAVAC	ad-hoc string manipulation
&uArr JULKA	big-int calculation
&uArr KGSS	segment tree easy
&uArr KROW	ad-hoc game simulation
&uArr LABYR1	dfs easy
&uArr LASTDIG	precalculation easy
&uArr M3TILE	dp bitmask
&uArr MARBLES	combinatorics
&uArr MATSUM	2d binary indexed tree
&uArr MAWORK	bfs good state

&uArr MAYA	simulation easy
&uArr MBEEWALK	dp different dx, dy
&uArr MBLAST	dp easy
&uArr MCHAOS	binary indexed tree
&uArr MCIRGAME	big int dp catalan numbers
&uArr MCOINS	very easy DP
&uArr MDIGITS	dp medium
&uArr MELE3	dijkstra
&uArr MENU	medium dp
&uArr MEOWIST	sorting easy
&uArr MICEMAZE	dijkstra / bfs
&uArr MINVEST	dp knapsack medium
&uArr MIRRORED	ad-hoc very stupid
&uArr MIXTURES	medium dp, matrix chain multiplication
&uArr MKBUDGET	easy dp
&uArr MKUHAR	simple math binary search hard
&uArr MLAND	kruskals ternary search
&uArr MLASERP	bfs normal
&uArr MMASS	expression evaluation
&uArr MMAXPER	dp easy
&uArr MMINPAID	dp / bfs bitmask
&uArr MNERED	dp
&uArr MONODIG	bfs hard
&uArr MORSE	dp medium
&uArr MPILOT	dp easy

&uArr MPOLY	geometry ternary search
&uArr MREPLBRC	dp very hard
&uArr MSE06H	binary indexed tree easy
&uArr MSTRING	dp medium
&uArr MTOTALF	maxflow easy
&uArr MZVRK	adhoc easy
&uArr NEG2	base conversion easy
&uArr NGM	number game observation
&uArr NHAY	kmp stream
&uArr NOCHANGE	dp hard
&uArr NOTATRI	binary search
&uArr NSTEPS	ad-hoc easy
&uArr NSYSTEM	mcxi conversion
&uArr ODDDIV	number theory precomputation
&uArr ONP	postfix transformation
&uArr PAGAIN	primes tricky
&uArr PALIN	ad-hoc medium
&uArr PARTY	dp easy
&uArr PATHEADS	concept of bucket sort and sieve
&uArr PDECODE	permutation exponentiation
&uArr PEBBMOV	take away game simulation
&uArr PERMUT2	ad-hoc easy
&uArr PHIDIAS	dp easy
&uArr PHONELST	radix tree
&uArr PIE	binary search easy

&uArr PIGBANK	dp easy ugly optimisations needed
&uArr PIZZALOC	bitmasks easy
&uArr PLHOP	matrix exponentiation
&uArr POLEVAL	ad-hoc tricky
&uArr PON	milller rabin weak data
&uArr PQUEUE	ad-hoc easy
&uArr PRIME1	segmented sieve
&uArr PRO	set
&uArr PT07Y	dfs easy
&uArr PT07Z	dfs easy
&uArr QUALITY	ad-hoc easy
&uArr QUEEN	bfs hard
&uArr RAIN3	dp easy
&uArr RAINBOW	dp knapsack on components easy
&uArr RATING	binary indexed tree
&uArr REMGAME	recursion memoisation easy weak test data
&uArr RENT	dp binary search
&uArr ROCK	easy dp
&uArr SAMER08A	dijkstras basic graph theory
&uArr SAMER08C	dp medium
&uArr SAMER08D	dp hard
&uArr SAMER08F	math
&uArr SBANK	sorting medium
&uArr SCALE	brute force binary search
&uArr SCAVHUNT	ad-hoc medium

&uArr SCUBADIV	dp easy
&uArr SQFREE	number theory sieve hard inclusion exclusion
&uArr SQRBR	dp easy
&uArr SQRROOT	big-int square root
&uArr STAMPS	ad-hoc easy
&uArr STPAR	stack
&uArr STREET	dp hard
&uArr SUBSUMS	bitmasks binary search
&uArr SUMFOUR	binary search easy
&uArr SUMITR	dp very easy
&uArr SVADA	binary search hard
&uArr TCOUNT2	math medium
&uArr TCOUNT3	math hard
&uArr TEMPTISL	dp easy
&uArr TEST	spoj hello world
&uArr THREECOL	dp
&uArr TOANDFRO	encoding decoding
&uArr TOE1	tic tac toe easy
&uArr TOE2	tic tac toe easy
&uArr TRAFFICN	dijkstra easy basic graph theory
&uArr TRANK	ad-hoc easy
&uArr TRICOUNT	math easy
&uArr TRSTAGE	dijkstra bitmasks medium
&uArr TRT	dp easy
&uArr TUTMRBL	primes easy

&uArr TWINSNOW	sorting tricky weak data
&uArr TWOSQRS	number theory primes
&uArr UCI2009B	number theory easy
&uArr UJ	big-int calculation
&uArr UPSUB	dp lis
&uArr WIJGT	geometry dfs
&uArr WORDCNT	ad-hoc easy
&uArr YODA	dp easy