

# SPOJ QUESTIONS LIST

List compiled by Anmol Deep (IT 2k14)

**Beginners can start from the below questions on spoj and then move towards more difficult problems. Please try to solve these questions yourself without referring to the solution.**

ADDREV  
EC\_CONB  
CRDS  
ACPC11B  
CODCHESS  
FASHION

**Before moving to the list, solve these basic adhoc questions for best results.**

ARMY  
ESYRCRTN  
FCTRL  
FCTRL2  
IEEEBGAM  
PHT  
SPCQ  
SPCU  
MAY99\_2  
MAY99\_3  
ENIGMATH  
CEQU  
MKEQUAL  
SNGPG  
SAMER08F  
WILLITST  
MOHIB  
HANGOVER  
CANDY  
CANDY3  
NSTEPS  
SILVER  
KURUK14  
NITK06

**After solving the above questions you can solve below questions.**

**Contents:-**

**1.> ADHOC**

**2.> MATH**

**3.> Binary Search**

**4.> C++ STL & DATA STRUCTURES**

**5.> Sliding Window/Two Pointers**

**5.> DFS/BFS + Traversal on 2 D Grid**

**6.> DSU**

**7.> BACKTRACKING**

About This:-

This is a very comprehensive list, solving this will get about 90% of your preparation done. Questions in each set are sorted according to their difficulty, but you can always try the next question if you get stuck. Everything from Math to DFS/BFS is very important, I recommend solving all question in these topics as they are mostly of easy or medium difficulty and will teach you a LOT of things. ADHOC is tougher compared to the last set, but there are plenty of alternatives. Nevertheless, these will definitely improve implementation skills. There are some basic questions on DSU. There is a section on backtracking which will cover Josephus algorithm.

The next set of questions will cover basic Dynamic Programming, MST, SCC, Shortest Path algorithms, more problems on binary search, data structures, graph theory, dsu AND string algorithms like KMP.

All the best!

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***Somewhat tougher than the last implementation questions. Some may take lot of time but worth the effort.***

**ADHOC:-**

BUSYMAN  
GERGOVIA  
KNJIGE  
CUBARTWK  
VAPI01  
SNGMSG  
PWRARR  
MAIN12A  
PQUEUE  
CATM  
UOFTAB  
JAVAC  
PALIN

QUE1

### ***Math:-***

DOL

MOHIB

ABSP1

QUADAREA

GIRLSNBS

EBOXES

### **Learn Modular Exponentiation & Modulo Inverse (Very Important Topics, Used In Lots Of Problems, However Could Not Remember Most Of Them)**

ZSUM

RIVALS

ADST01

### **Learn Euclidean GCD**

SPEED

STREETR

CEQU

GCD2

### **Learn Optimized Sieve**

TDPRIMES

TDKPRIMES

CUBEFR

MCUR98

HARSHAD

### **Learn Horner's method**

POLEVAL

### **Learn Euler's Totient Function**

ETF

STARSBC

FACT0

### **Binary Search:-**

HACKRNDM

EKO

MAIN8\_C

EGYPIZZA

NOTATRI

AGGRCOW

CISTFILL

CURDPROD

Do read Topcoder Tutorial on binary search before attempting these questions. They cover all the possible edge cases.

## **C++ STL and Basic Data Structures(Stack, Queue etc):-**

RPLE  
STPAR  
ANARC09A \*\*\*\*(Tagged under DP, alternative solution exists)  
FACEFRND  
MRECAMAN  
MAJOR  
PRO  
RKS  
SBANK  
HOMO  
ASCDFIB  
BOI7SEQ \*\*\*\*Optional. Hardest in this set.

## **Sliding Window/ Two Pointers:-**

ALIEN  
ARRAYSUB  
HOTELS  
BOI7SOU

## **DFS/BFS:-**

CAM5  
BUGLIFE  
NAKANJ  
PPATH  
ELEVTRBL  
PT07Y  
PT07Z  
PYRA  
AKBAR

## **DFS/BFS on 2D grid:-**

ABCPATH  
BITMAP  
UCV2013H

## **DSU:-**

SOCNETC  
FRNDCIRC  
LOSTNSURVIVED  
FOXLINGS

## **BACKTRACKING:-**

### **Learn Josephus**

DANGER

WTK

POCRI

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NG0FRCTN \*\*\*\*Perhaps hardest among all these questions. Optional.

## **CONTENTS**

**1.> Dynamic Programming**

**2.> Graph Algorithms(SCC+Topological Sort+Articulation Points+Lowest Common Ancestor+DFS/BFS)**

**3.> MST & Dijkstra**

**4.> DSU**

**5.> KMP/String Algorithms**

**6.> Segment Tree/Binary Index Tree**

**7.> Greedy/Adhoc/Math/Binary Search**

This list is somewhat less comprehensive as questions from such algorithms are hard to find and even harder to solve. It is still a great collection for getting started on SPOJ. The section in DP contains some classic techniques which need to be studied beforehand.

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## **Dynamic Programming:**

1.> FARIDA

2.> ALIEN2

3.> DCEPC501

4.> ACPC10D

5.> ACODE

6.> WACHOVIA (Knapsack)

7.> TRT

8.> TWENDS

9.> NFURY

10.> NY10E

11.> MAXWOODS (Min Cost Path)

12.> ELIS (Longest Increasing Subsequence)

13.> EDIST (Edit Distance)

14.> EDIT

15.> MAY99\_4 (Binomial Coefficient)

16.> GOO

17.> CRSCNTRY (Longest Common Subsequence)

18.> AIBOHP

19.> MMAXPER

20.> MCOINS

21.> COINS  
22.> PARTY  
23.> PIGBANK  
24.> MINVEST  
25.> SCUBADIV  
26> RPLB  
27.> NOCHANGE  
28.> FPOLICE  
29.> CHOCOLA  
30.> BAT3  
31.> ALTSEQ  
32.> SMILEY1807  
33.> PHIDIAS  
34.> BABTWR  
35.> RENT  
36.> ORDSUM23  
37.> CZ\_PROB1  
38.> UOFTAE  
39.> PPBRJB  
40.> ROCK  
41.> SAFECRAC  
42.> SAMER08C  
43.> MAIN72 (Subset Sum)  
44.> MAIN113  
45.> PERMUT1  
46.> PT07X (Vertex Cover)  
47.> LPIS  
48.> MKBUDGET  
49.> PERMUT1  
50.> LOVEBIRDS  
51.> TEMPTISL  
52.> PRUBALL (Egg Dropping Puzzle)  
53.> MIXTURES (Matrix Chain Multiplication)  
54.> LISA  
55.> CODERE3 (Longest Bitonic Subsequence)  
56.> MARTIAN  
57.> DSUBSEQ  
58.> BVAAN

This does not cover all dp topics from geeksforgeeks such as the cutting rod problem, box stacking problem etc, but will still provide a good foundation on dynamic programming.

All the best!

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## **GRAPH ALGORITHMS:-**

### **ADVANCED DFS/BFS AND MISC GRAPH THEORY:-**

- 1.> MLASERP
- 2.> ESJAIL
- 3.> ESCJAILA
- 4.> ONEZERO
- 5.> MOHIBTREE
- 6.> CFPARTY
- 7.> ANARC08G
- 8.> PARADOX
- 9.> HERDING

### **MST/DIJKSTRA & SHORTEST PATHS:-**

- 1.> SHPATH
- 2.> ULM09
- 3.> BLINNET
- 4.> BENEFACT
- 5.> CHICAGO
- 6.> IITWPC4I
- 7.> MARYBMW
- 8.> INCARDS
- 9.> TRAFFICN
- 10.> SAMER08A
- 11.> KOICOST

### **SCC (Lowest Common Ancestor + Topological Sort + Articulation Points):-**

- 1.> TOUR
- 2.> BOTTOM
- 3.> CAPCITY
- 4.> WEBISL
- 5.> LCA
- 6.> SUBMERGE (ARTICULATION POINTS)
- 7.> TOPOSORT (TOPOLOGICAL SORT) \*\*\*\*\*BTW USE KAHN'S INDEGREE METHOD INSTEAD OF TARJAN FOR TOPOLOGICAL SORTING, SIMPLER TO IMPLEMENT
- 8.> PFDEP
- 9.> EC\_P

### **DSU :-**

- 1.> BTCODE\_G
- 2.> CORNET
- 3.> LOSTNSURVIVED
- 4.> FOXLINGS (CO-ORDINATE COMPRESSION)

### **KMP/STRING ALGORITHMS:-**

- NHAY  
FILRTEST  
TESSER  
EPALIN

PERIOD

**SEGMENT TREE/BINARY INDEXED TREE:-**

- 1.> AKVQLD03
- 2.> ANDROUND
- 3.> INVCNT
- 4.> HORRIBLE (Lazy Propagation)
- 5.> LITE
- 6.> MULTQ3
- 7.> RMID
- 8.> RPLN
- 9.> RATINGS
- 10.> DCEPC206
- 11.> INCSEQ

**MORE PROBLEMS ON GREEDY/MATH/BINARY SEARCH:-**

- 1.> ABCDEF
- 2.> SUBS
- 3.> SUBSUMS (MEET IN THE MIDDLE)
- 4.> NR2
- 5.> ARRANGE
- 6.> SECTORS
- 7.> POTIONS
- 8.> GCDEX
- 9.> IITKWPCN