

Freshmen Programming Contests 2026

Solutions presentation

By the Freshmen Programming Contests 2026 jury for:

- AAPJE in Amsterdam
- FPC in Delft
- FPC in Eindhoven
- GAPC in Groningen
- Contest in Mons

April 25, 2026



Please do not post the problems online

Other universities will have their contests in the coming weeks.

Please, do not post/discuss the problems online before

Saturday 9 May 2026 at 17:00

A: Animal Attire

Problem author: Leon van der Waal

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- **Naive solution:** Loop over all 4-tuples and check if they are beautiful trails.
- **Complexity:** $\mathcal{O}(n^4)$, too slow!

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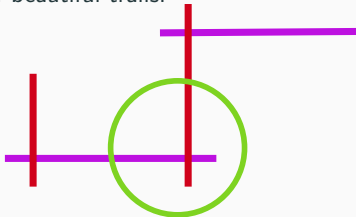
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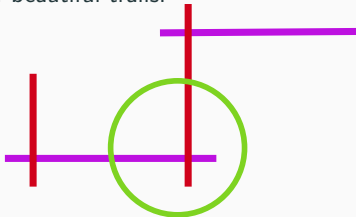


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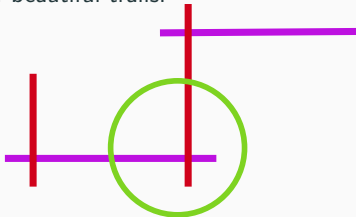


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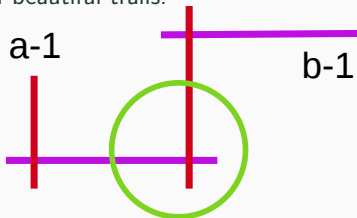


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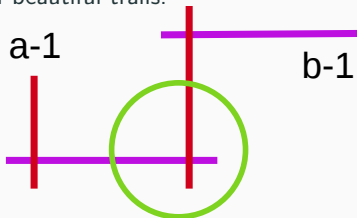


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- **Complexity:** $\mathcal{O}(n)$ per intersection, so $\mathcal{O}(n^3)$ in total. Still too slow.

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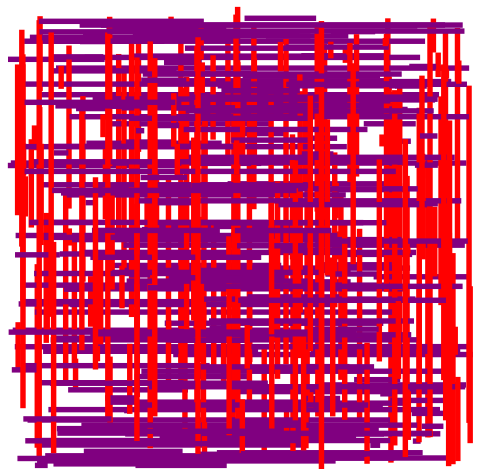
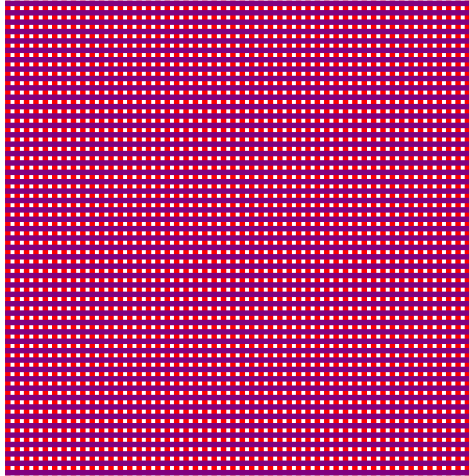
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- **Bonus:** It is possible to solve this problem in $\mathcal{O}(n \log(n))$ using fenwick tree + sweepline.

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- **Solution 2:** Treat the initial ‘1’ as implicit (we do not need to encode 0).
For example, encode 42 as “01010”. When decoding, prepend the implicit ‘1’ again.
(This is also how the mantissa of IEEE-754 floating-point numbers are encoded.)

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Problem author: Leon van der Waal

- **Multi-pass Problem:** Encode an integer $1 \leq x \leq 2^{30} - 2$ into 29 bits, and decode it back.
- Normally, you need 30 bits to encode integers up to 2^{30} .
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Either increment the values by one, or encode 1 as a string of 29 '1's.

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Statistics: ... submissions, ... accepted, ... unknown

L: Labyrinth Obstacle Layout

Problem author: Jeroen Op de Beek

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Jury work

- ??? commits (last year: 426)

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Random facts

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Random facts

Jury work

- ??? commits (last year: 426)
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- ??? accepted jury/proofreader solutions (last year: 160)
- The minimum¹ number of lines the jury needed to solve all problems is

$? + ? + ? + ? + ? + ? + ? + ? + ? + ? + ? = ??$

On average 4.2 lines per problem, up from 3.5 last year

¹After codegolfing

Thanks to the proofreaders:

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- Wietze Koops (Lund Uni.../...versity of Copenhagen, 📍)

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- Liudas Staniulis (VU Amsterdam)
- Maarten Sijm (TU Delft)
- Mattia Marziali (RU Groningen)
- Rares Rauta (TU Eindhoven)



Want to solve the problems you could not finish?
Or have friends that like to solve algorithmic problems?

<https://fpcs2026.bapc.eu/>

Saturday 9 May 2026 13:00–17:00

Please, do not post/discuss the problems online before this time!

Excited to participate in the next contest?

Register for the BAPC Preliminaries in September!

Want to organize these contests?

Join the organizing committee!

Want to create programming problems for FPCs next year?

Either join the committee, or contact Maarten Sijm