

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — -XraY-

Links: problem (problemset), Tutorial, submission (first AC).

Sort: Problem rating · easier first

Filters: none

Count: 1,622

1.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,957 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[-XraY-'s solution](#)

2.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[-XraY-'s solution](#)

3.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

4.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[-XraY-'s solution](#)

5.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[-XraY-'s solution](#)

6.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

7.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

8.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[-XraY-'s solution](#)

9.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

10.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

11.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,958 global accepts · Rating: 800 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

12.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

13.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 800 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: brute force

[-XraY-'s solution](#)

14.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

15.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

16.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,336 global accepts · Rating: 800 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

17.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[-XraY-'s solution](#)

18.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,213 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[-XraY-'s solution](#)

19.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

20.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

21.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,086 global accepts · Rating: 800 · first AC: 2013-03-08 · last AC: 2015-04-08 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[-XraY-'s solution](#)

22.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings

[-XraY-'s solution](#)

23.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

24.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

25.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[-XraY-'s solution](#)

26.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2014-03-03 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

27.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-07 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

28.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,397 global accepts · Rating: 800 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

29.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,992 global accepts · Rating: 800 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: implementation, strings

[-XraY-'s solution](#)

30.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

31.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

32.

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

33.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,564 global accepts · Rating: 800 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

34.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

35.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,673 global accepts · Rating: 800 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

36.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

37.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,741 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

38.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,201 global accepts · Rating: 800 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

39.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

40.

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

41.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[-XraY-'s solution](#)

42.

233A

[Perfect Permutation](#) · [Tutorial](#)

Quality: 49,151 global accepts · Rating: 800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

43.

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[-XraY-'s solution](#)

44.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,813 global accepts · Rating: 800 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

45.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,921 global accepts · Rating: 800 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

46.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[-XraY-'s solution](#)

47.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

48.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation

[-XraY-'s solution](#)

49.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[-XraY-'s solution](#)

50.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

51.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,268 global accepts · Rating: 800 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: strings

[-XraY-'s solution](#)

52.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

53.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

54.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

55.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[-XraY-'s solution](#)

56.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[-XraY-'s solution](#)

57.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

58.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[-XraY-'s solution](#)

59.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation
[-XraY-'s solution](#)

60.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,690 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[-XraY-'s solution](#)

61.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: implementation
[-XraY-'s solution](#)

62.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

63.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

64.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[-XraY-'s solution](#)

65.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

66.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

67.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: greedy

[-XraY-'s solution](#)

68.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,044 global accepts · Rating: 900 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: implementation, number theory

[-XraY-'s solution](#)

69.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

70.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,423 global accepts · Rating: 900 · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: brute force, greedy

[-XraY-'s solution](#)

71.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

72.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

73.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,467 global accepts · Rating: 900 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

74.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

75.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

76.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

77.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[-XraY-'s solution](#)

78.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

79.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

80.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: strings

[-XraY-'s solution](#)

81.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,227 global accepts · Rating: 900 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

82.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[-XraY-'s solution](#)

83.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

84.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 900 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[-XraY-'s solution](#)

85.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-XraY-'s solution](#)

86.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[-XraY-'s solution](#)

87.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

88.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

89.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

90.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

91.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[-XraY-'s solution](#)

92.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[-XraY-'s solution](#)

93.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

94.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,609 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math

[-XraY-'s solution](#)

95.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[-XraY-'s solution](#)

96.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

97.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[-XraY-'s solution](#)

98.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

99.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

100.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[-XraY-'s solution](#)

101.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[-XraY-'s solution](#)

102.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

103.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

104.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

105.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[-XraY-'s solution](#)

106.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

107.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[-XraY-'s solution](#)

108.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

109.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: brute force, number theory, sortings
[-XraY-'s solution](#)

110.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

111.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

112.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,785 global accepts · Rating: 1000 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

113.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

114.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: brute force, strings
[-XraY-'s solution](#)

115.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy
[-XraY-'s solution](#)

116.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

117.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: sortings
[-XraY-'s solution](#)

118.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,490 global accepts · Rating: 1000 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: greedy, sortings
[-XraY-'s solution](#)

119.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

120.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,318 global accepts · Rating: 1000 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: implementation, strings

[-XraY-'s solution](#)

121.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: binary search, brute force, math

[-XraY-'s solution](#)

122.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

123.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

124.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

125.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,994 global accepts · Rating: 1000 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy, strings

[-XraY-'s solution](#)

126.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

127.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

128.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-XraY-'s solution](#)

129.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[-XraY-'s solution](#)

130.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[-XraY-'s solution](#)

131.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: brute force

[-XraY-'s solution](#)

132.

618B

[Guess the Permutation](#) · [Tutorial](#)

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

133.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

134.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[-XraY-'s solution](#)

135.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

136.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-15 · last AC: 2015-08-15 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

137.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

138.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2015-08-04 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

139.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2015-08-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

140.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

141.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[-XraY-'s solution](#)

142.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[-XraY-'s solution](#)

143.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

144.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[-XraY-'s solution](#)

145.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[-XraY-'s solution](#)

146.

545B

[Equidistant String](#) · [Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy
[-XraY-'s solution](#)

147.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths
[-XraY-'s solution](#)

148.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: implementation
[-XraY-'s solution](#)

149.

362B

[Petya and Staircases](#) · [Tutorial](#)

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: implementation, sortings
[-XraY-'s solution](#)

150.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: brute force, dp
[-XraY-'s solution](#)

151.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[-XraY-'s solution](#)

152.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[-XraY-'s solution](#)

153.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation
[-XraY-'s solution](#)

154.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp
[-XraY-'s solution](#)

155.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy
[-XraY-'s solution](#)

156.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: dp, implementation
[-XraY-'s solution](#)

157.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: implementation, strings
[-XraY-'s solution](#)

158.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

159.

381B

[Sereja and Stairs](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[-XraY-'s solution](#)

160.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

161.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

162.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[-XraY-'s solution](#)

163.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

164.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

165.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

166.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

167.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

168.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: geometry, implementation, math

[-XraY-'s solution](#)

169.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

170.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

171.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

172.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2013-02-05 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

173.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

174.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

175.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

176.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[-XraY-'s solution](#)

177.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

178.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

179.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

180.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

181.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[-XraY-'s solution](#)

182.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings

[-XraY-'s solution](#)

183.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[-XraY-'s solution](#)

184.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

185.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

186.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory
[-XraY-'s solution](#)

187.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math
[-XraY-'s solution](#)

188.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[-XraY-'s solution](#)

189.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[-XraY-'s solution](#)

190.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[-XraY-'s solution](#)

191.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[-XraY-'s solution](#)

192.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry
[-XraY-'s solution](#)

193.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

194.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: implementation, sortings
[-XraY-'s solution](#)

195.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[-XraY-'s solution](#)

196.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[-XraY-'s solution](#)

197.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

198.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

199.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[-XraY-'s solution](#)

200.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[-XraY-'s solution](#)

201.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

202.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

203.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[-XraY-'s solution](#)

204.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings

[-XraY-'s solution](#)

205.

361B

[Levko and Permutation](#) · [Tutorial](#)

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[-XraY-'s solution](#)

206.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

207.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

208.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: brute force, graphs, math
[-XraY-'s solution](#)

209.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings
[-XraY-'s solution](#)

210.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

211.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

212.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation
[-XraY-'s solution](#)

213.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: *special, implementation
[-XraY-'s solution](#)

214.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · Python 2 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[-XraY-'s solution](#)

215.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

216.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: math
[-XraY-'s solution](#)

217.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: brute force, dp, implementation
[-XraY-'s solution](#)

218.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

219.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: brute force, math

[-XraY-'s solution](#)

220.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

221.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2013-05-07 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[-XraY-'s solution](#)

222.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[-XraY-'s solution](#)

223.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: graphs, implementation

[-XraY-'s solution](#)

224.

285C

[Building Permutation](#) · [Tutorial](#)

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

225.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

226.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-03-06 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[-XraY-'s solution](#)

227.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

228.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

229.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[-XraY-'s solution](#)

230.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-29 · GNU C++ (first AC) · Tags: greedy, implementation, math
[-XraY-'s solution](#)

231.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

232.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

233.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[-XraY-'s solution](#)

234.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

235.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

236.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

237.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: math
[-XraY-'s solution](#)

238.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

239.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy
[-XraY-'s solution](#)

240.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

241.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[-XraY-'s solution](#)

242.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[-XraY-'s solution](#)

243.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

244.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[-XraY-'s solution](#)

245.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

246.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[-XraY-'s solution](#)

247.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[-XraY-'s solution](#)

248.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[-XraY-'s solution](#)

249.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

250.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[-XraY-'s solution](#)

251.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

252.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

253.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[-XraY-'s solution](#)

254.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

255.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

256.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

257.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

258.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

259.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

260.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: math, probabilities

[-XraY-'s solution](#)

261.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: brute force, greedy

[-XraY-'s solution](#)

262.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

263.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

264.

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2014-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[-XraY-'s solution](#)

265.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1300 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[-XraY-'s solution](#)

266.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

267.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[-XraY-'s solution](#)

268.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,660 global accepts · Rating: 1300 · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

269.

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

270.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: games, greedy

[-XraY-'s solution](#)

271.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, greedy, implementation

[-XraY-'s solution](#)

272.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,460 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[-XraY-'s solution](#)

273.

252C

[Points on Line](#) · [Tutorial](#)

Quality: 1300 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[-XraY-'s solution](#)

274.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

275.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation, number theory

[-XraY-'s solution](#)

276.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: dp, implementation

[-XraY-'s solution](#)

277.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

278.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

279.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[-XraY-'s solution](#)

280.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: geometry

[-XraY-'s solution](#)

281.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

282.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

283.

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-09-05 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

284.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

285.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

286.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: data structures, implementation, math

[-XraY-'s solution](#)

287.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[-XraY-'s solution](#)

288.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[-XraY-'s solution](#)

289.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2012-01-10 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

290.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

291.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

292.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

293.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1300 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

294.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

295.

56B

[Spoilt Permutation](#) · [Tutorial](#)

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

296.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

297.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

298.

39H

[Multiplication Table](#) · [Tutorial](#)

Quality: 3,126 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

299.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

300.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

301.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[-XraY-'s solution](#)

302.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[-XraY-'s solution](#)

303.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[-XraY-'s solution](#)

304.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

305.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[-XraY's solution](#)

306.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[-XraY's solution](#)

307.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[-XraY's solution](#)

308.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[-XraY's solution](#)

309.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[-XraY's solution](#)

310.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[-XraY's solution](#)

311.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[-XraY's solution](#)

312.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[-XraY's solution](#)

313.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[-XraY's solution](#)

314.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[-XraY's solution](#)

315.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[-XraY's solution](#)

316.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[-XraY-'s solution](#)

317.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[-XraY-'s solution](#)

318.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[-XraY-'s solution](#)

319.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

320.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[-XraY-'s solution](#)

321.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

322.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[-XraY-'s solution](#)

323.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[-XraY-'s solution](#)

324.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[-XraY-'s solution](#)

325.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

326.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[-XraY-'s solution](#)

327.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: *special, greedy

[-XraY-'s solution](#)

328.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: sortings

[-XraY-'s solution](#)

329.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings

[-XraY-'s solution](#)

330.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, greedy

[-XraY-'s solution](#)

331.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

332.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[-XraY-'s solution](#)

333.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: math

[-XraY-'s solution](#)

334.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: brute force

[-XraY-'s solution](#)

335.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,942 global accepts · Rating: 1400 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[-XraY-'s solution](#)

336.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: implementation, math, matrices

[-XraY-'s solution](#)

337.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2014-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

338.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[-XraY-'s solution](#)

339.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[-XraY-'s solution](#)

340.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

341.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[-XraY-'s solution](#)

342.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[-XraY-'s solution](#)

343.

286A

[Lucky Permutation](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

344.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: implementation, math, number theory

[-XraY-'s solution](#)

345.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[-XraY-'s solution](#)

346.

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

347.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[-XraY-'s solution](#)

348.

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[-XraY-'s solution](#)

349.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[-XraY-'s solution](#)

350.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: greedy, sortings
[-XraY-'s solution](#)

351.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-02-05 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers
[-XraY-'s solution](#)

352.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: math, number theory
[-XraY-'s solution](#)

353.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2012-12-30 · GNU C++ (first AC) · Tags: implementation, math
[-XraY-'s solution](#)

354.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

355.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: binary search, brute force, math
[-XraY-'s solution](#)

356.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

357.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math
[-XraY-'s solution](#)

358.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: implementation
[-XraY-'s solution](#)

359.

205B

[Little Elephant and Sorting](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: brute force, greedy
[-XraY-'s solution](#)

360.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: greedy, sortings

[-XraY-'s solution](#)

361.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[-XraY-'s solution](#)

362.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

363.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,392 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[-XraY-'s solution](#)

364.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[-XraY-'s solution](#)

365.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

366.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

367.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

368.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,989 global accepts · Rating: 1400 · first AC: 2010-09-24 · GNU C++ (first AC) · Tags: brute force, math

[-XraY-'s solution](#)

369.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

370.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[-XraY-'s solution](#)

371.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[-XraY-'s solution](#)

372.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

373.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[-XraY-'s solution](#)

374.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[-XraY-'s solution](#)

375.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

376.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[-XraY-'s solution](#)

377.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

378.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[-XraY-'s solution](#)

379.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

380.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[-XraY-'s solution](#)

381.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics

[-XraY-'s solution](#)

382.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[-XraY-'s solution](#)

383.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[-XraY-'s solution](#)

384.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

385.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[-XraY-'s solution](#)

386.

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

387.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[-XraY-'s solution](#)

388.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

389.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

390.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, math

[-XraY-'s solution](#)

391.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[-XraY-'s solution](#)

392.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[-XraY-'s solution](#)

393.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,870 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

394.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

395.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

396.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: brute force, strings

[-XraY-'s solution](#)

397.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[-XraY-'s solution](#)

398.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

399.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: graphs

[-XraY-'s solution](#)

400.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, implementation

[-XraY-'s solution](#)

401.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[-XraY-'s solution](#)

402.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

403.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: data structures, sortings

[-XraY-'s solution](#)

404.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: data structures, dp, implementation

[-XraY-'s solution](#)

405.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

406.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

407.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

408.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

409.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2014-12-01 · last AC: 2014-12-11 · GNU C++0x (first AC) · Tags: brute force, data structures

[-XraY-'s solution](#)

410.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: brute force, dfs and similar

[-XraY-'s solution](#)

411.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

412.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[-XraY-'s solution](#)

413.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[-XraY-'s solution](#)

414.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[-XraY-'s solution](#)

415.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[-XraY-'s solution](#)

416.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

417.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: games, greedy

[-XraY-'s solution](#)

418.

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[-XraY-'s solution](#)

419.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[-XraY-'s solution](#)

420.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: brute force, strings

[-XraY-'s solution](#)

421.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[-XraY-'s solution](#)

422.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

423.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[-XraY-'s solution](#)

424.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[-XraY-'s solution](#)

425.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

426.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

427.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-03-06 · GNU C++ (first AC) · Tags: dp, number theory

[-XraY-'s solution](#)

428.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

429.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[-XraY-'s solution](#)

430.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

431.

239B

[Easy Tape Programming](#) · [Tutorial](#)

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2012-11-29 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

432.

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[-XraY-'s solution](#)

433.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

434.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

435.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

436.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[-XraY-'s solution](#)

437.

224B

[Array](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers

[-XraY-'s solution](#)

438.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[-XraY-'s solution](#)

439.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

440.

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[-XraY-'s solution](#)

441.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

442.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, implementation

[-XraY-'s solution](#)

443.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[-XraY-'s solution](#)

444.

121B

[Lucky Transformation](#) · [Tutorial](#)

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[-XraY-'s solution](#)

445.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

446.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: strings

[-XraY-'s solution](#)

447.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

448.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[-XraY-'s solution](#)

449.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[-XraY-'s solution](#)

450.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[-XraY-'s solution](#)

451.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[-XraY-'s solution](#)

452.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[-XraY-'s solution](#)

453.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[-XraY-'s solution](#)

454.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[-XraY-'s solution](#)

455.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[-XraY-'s solution](#)

456.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[-XraY-'s solution](#)

457.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[-XraY-'s solution](#)

458.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[-XraY-'s solution](#)

459.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[-XraY-'s solution](#)

460.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu
[-XraY-'s solution](#)

461.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[-XraY-'s solution](#)

462.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[-XraY-'s solution](#)

463.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[-XraY-'s solution](#)

464.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[-XraY-'s solution](#)

465.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[-XraY-'s solution](#)

466.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[-XraY-'s solution](#)

467.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[-XraY-'s solution](#)

468.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[-XraY-'s solution](#)

469.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[-XraY-'s solution](#)

470.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: math

[-XraY-'s solution](#)

471.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: geometry, sortings

[-XraY-'s solution](#)

472.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[-XraY-'s solution](#)

473.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[-XraY-'s solution](#)

474.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[-XraY-'s solution](#)

475.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: data structures, greedy

[-XraY-'s solution](#)

476.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[-XraY-'s solution](#)

477.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[-XraY-'s solution](#)

478.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: binary search, implementation, math

[-XraY-'s solution](#)

479.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[-XraY-'s solution](#)

480.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

481.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: dfs and similar

[-XraY-'s solution](#)

482.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[-XraY-'s solution](#)

483.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: binary search, brute force

[-XraY-'s solution](#)

484.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[-XraY-'s solution](#)

485.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[-XraY-'s solution](#)

486.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[-XraY-'s solution](#)

487.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[-XraY-'s solution](#)

488.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[-XraY-'s solution](#)

489.

524A

[AS>Ct=5D\\$5 DôBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

490.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[-XraY-'s solution](#)

491.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[-XraY-'s solution](#)

492.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: binary search, math, sortings

[-XraY-'s solution](#)

493.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: games, math, number theory

[-XraY-'s solution](#)

494.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[-XraY-'s solution](#)

495.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

496.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[-XraY-'s solution](#)

497.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[-XraY-'s solution](#)

498.

518A

[Vitaly and Strings](#) · [Tutorial](#)

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[-XraY-'s solution](#)

499.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

500.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,199 global accepts · Rating: 1600 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: combinatorics, math

[-XraY-'s solution](#)

501.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[-XraY-'s solution](#)

502.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: dfs and similar, dp

[-XraY-'s solution](#)

503.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[-XraY-'s solution](#)

504.

314A

[Sereja and Contest](#) · [Tutorial](#)

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

505.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

506.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[-XraY-'s solution](#)

507.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[-XraY-'s solution](#)

508.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[-XraY-'s solution](#)

509.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

510.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[-XraY-'s solution](#)

511.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

512.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[-XraY's solution](#)

513.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[-XraY's solution](#)

514.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY's solution](#)

515.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[-XraY's solution](#)

516.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: combinatorics

[-XraY's solution](#)

517.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · last AC: 2013-02-11 · GNU C++ (first AC) · Tags: greedy, math

[-XraY's solution](#)

518.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2013-02-05 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[-XraY's solution](#)

519.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2013-01-07 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[-XraY's solution](#)

520.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[-XraY's solution](#)

521.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[-XraY's solution](#)

522.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[-XraY's solution](#)

523.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

524.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[-XraY-'s solution](#)

525.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[-XraY-'s solution](#)

526.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

527.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

528.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

529.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[-XraY-'s solution](#)

530.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[-XraY-'s solution](#)

531.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[-XraY-'s solution](#)

532.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[-XraY-'s solution](#)

533.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[-XraY-'s solution](#)

534.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[-XraY-'s solution](#)

535.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[-XraY-'s solution](#)

536.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: dp, math

[-XraY-'s solution](#)

537.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[-XraY-'s solution](#)

538.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[-XraY-'s solution](#)

539.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

540.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[-XraY-'s solution](#)

541.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,316 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[-XraY-'s solution](#)

542.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[-XraY-'s solution](#)

543.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

544.

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

545.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

546.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

547.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2011-03-29 · GNU C++ (first AC) · Tags: dp, math, number theory

[-XraY-'s solution](#)

548.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[-XraY-'s solution](#)

549.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[-XraY-'s solution](#)

550.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2010-09-17 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

551.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[-XraY-'s solution](#)

552.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[-XraY-'s solution](#)

553.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[-XraY-'s solution](#)

554.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[-XraY-'s solution](#)

555.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[-XraY-'s solution](#)

556.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[-XraY-'s solution](#)

557.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-XraY-'s solution](#)

558.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[-XraY-'s solution](#)

559.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

560.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[-XraY-'s solution](#)

561.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[-XraY-'s solution](#)

562.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[-XraY-'s solution](#)

563.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

564.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[-XraY-'s solution](#)

565.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[-XraY-'s solution](#)

566.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[-XraY-'s solution](#)

567.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[-XraY-'s solution](#)

568.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[-XraY-'s solution](#)

569.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[-XraY-'s solution](#)

570.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[-XraY-'s solution](#)

571.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[-XraY-'s solution](#)

572.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

573.

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

574.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

575.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[-XraY-'s solution](#)

576.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[-XraY-'s solution](#)

577.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[-XraY-'s solution](#)

578.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[-XraY-'s solution](#)

579.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[-XraY-'s solution](#)

580.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[-XraY-'s solution](#)

581.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[-XraY-'s solution](#)

582.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

583.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

584.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

585.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

586.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: data structures, trees

[-XraY-'s solution](#)

587.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[-XraY-'s solution](#)

588.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[-XraY-'s solution](#)

589.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

590.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2014-12-20 · GNU C++0x (first AC) · Tags: hashing, strings

[-XraY-'s solution](#)

591.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: combinatorics, math

[-XraY-'s solution](#)

592.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[-XraY-'s solution](#)

593.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[-XraY-'s solution](#)

594.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: brute force, implementation, math

[-XraY-'s solution](#)

595.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math, meet-in-the-middle

[-XraY-'s solution](#)

596.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

597.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

598.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

599.

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, math

[-XraY-'s solution](#)

600.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[-XraY-'s solution](#)

601.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[-XraY-'s solution](#)

602.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: binary search, math

[-XraY-'s solution](#)

603.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[-XraY-'s solution](#)

604.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2013-03-14 · last AC: 2013-03-14 · GNU C++ (first AC) · Tags: brute force, implementation, two pointers

[-XraY-'s solution](#)

605.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[-XraY-'s solution](#)

606.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[-XraY-'s solution](#)

607.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[-XraY-'s solution](#)

608.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

609.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2013-01-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[-XraY's solution](#)

610.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy
[-XraY's solution](#)

611.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths
[-XraY's solution](#)

612.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: dp, matrices
[-XraY's solution](#)

613.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation
[-XraY's solution](#)

614.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[-XraY's solution](#)

615.

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 1700 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers
[-XraY's solution](#)

616.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[-XraY's solution](#)

617.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: geometry, implementation, math
[-XraY's solution](#)

618.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy
[-XraY's solution](#)

619.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math
[-XraY's solution](#)

620.

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

621.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

622.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[-XraY-'s solution](#)

623.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

624.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

625.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

626.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[-XraY-'s solution](#)

627.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

628.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[-XraY-'s solution](#)

629.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-15 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

630.

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2011-06-03 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

631.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[-XraY-'s solution](#)

632.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-03-01 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

633.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[-XraY-'s solution](#)

634.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: expression parsing

[-XraY-'s solution](#)

635.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

636.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[-XraY-'s solution](#)

637.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[-XraY-'s solution](#)

638.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[-XraY-'s solution](#)

639.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

640.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[-XraY-'s solution](#)

641.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[-XraY-'s solution](#)

642.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[-XraY-'s solution](#)

643.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[-XraY-'s solution](#)

644.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: data structures, greedy

[-XraY-'s solution](#)

645.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[-XraY-'s solution](#)

646.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[-XraY-'s solution](#)

647.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[-XraY-'s solution](#)

648.

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[-XraY-'s solution](#)

649.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[-XraY-'s solution](#)

650.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[-XraY-'s solution](#)

651.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[-XraY-'s solution](#)

652.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[-XraY-'s solution](#)

653.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math
[-XraY-'s solution](#)

654.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[-XraY-'s solution](#)

655.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[-XraY-'s solution](#)

656.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp
[-XraY-'s solution](#)

657.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[-XraY-'s solution](#)

658.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[-XraY-'s solution](#)

659.

371D

[Vessels](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees
[-XraY-'s solution](#)

660.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[-XraY-'s solution](#)

661.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

662.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

663.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[-XraY-'s solution](#)

664.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

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665.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: dp, greedy

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666.

351A

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Quality: 3,097 global accepts · Rating: 1800 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[-XraY-'s solution](#)

667.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

668.

333B

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Quality: 2,762 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

669.

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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670.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

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671.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: binary search, math

[-XraY-'s solution](#)

672.

328A

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Quality: 2,393 global accepts · Rating: 1800 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: implementation

[-XraY-'s solution](#)

673.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[-XraY-'s solution](#)

674.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[-XraY-'s solution](#)

675.

300C

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: brute force, combinatorics

[-XraY-'s solution](#)

676.

301A

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Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

677.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[-XraY-'s solution](#)

678.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[-XraY-'s solution](#)

679.

263D

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Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

680.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

681.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[-XraY-'s solution](#)

682.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[-XraY-'s solution](#)

683.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: greedy, strings

[-XraY-'s solution](#)

684.

252D

[Playing with Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[-XraY-'s solution](#)

685.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: brute force, sortings

[-XraY-'s solution](#)

686.

242C

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Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[-XraY-'s solution](#)

687.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: dp, hashing, strings

[-XraY-'s solution](#)

688.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

689.

238B

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Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

690.

222C

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Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings

[-XraY-'s solution](#)

691.

220B

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Quality: 12,886 global accepts · Rating: 1800 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[-XraY-'s solution](#)

692.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

693.

201B

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[-XraY-'s solution](#)

694.

200D

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Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-07-01 · GNU C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[-XraY-'s solution](#)

695.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

696.

195C

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Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: expression parsing, implementation

[-XraY-'s solution](#)

697.

167B

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Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

698.

161D

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Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[-XraY-'s solution](#)

699.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

700.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[-XraY-'s solution](#)

701.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2012-01-10 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

702.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[-XraY-'s solution](#)

703.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[-XraY-'s solution](#)

704.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[-XraY-'s solution](#)

705.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[-XraY-'s solution](#)

706.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities
[-XraY-'s solution](#)

707.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy
[-XraY-'s solution](#)

708.

87B

[Vasya and Types](#) · [Tutorial](#)

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[-XraY-'s solution](#)

709.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2011-06-03 · GNU C++ (first AC) · Tags: dp, probabilities
[-XraY-'s solution](#)

710.

85B

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Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy
[-XraY-'s solution](#)

711.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: binary search, math, sortings
[-XraY-'s solution](#)

712.

79C

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Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers
[-XraY-'s solution](#)

713.

58C

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Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-01-31 · GNU C++ (first AC) · Tags: brute force
[-XraY-'s solution](#)

714.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: binary search, greedy
[-XraY-'s solution](#)

715.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[-XraY's solution](#)

716.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[-XraY's solution](#)

717.

750D

[New Year and Fireworks](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[-XraY's solution](#)

718.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[-XraY's solution](#)

719.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[-XraY's solution](#)

720.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: dfs and similar

[-XraY's solution](#)

721.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[-XraY's solution](#)

722.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: binary search, math

[-XraY's solution](#)

723.

724D

[Dense Subsequence](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[-XraY's solution](#)

724.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[-XraY's solution](#)

725.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[-XraY's solution](#)

726.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-XraY-'s solution](#)

727.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[-XraY-'s solution](#)

728.

613B

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Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[-XraY-'s solution](#)

729.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[-XraY-'s solution](#)

730.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1900 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

731.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: brute force, math

[-XraY-'s solution](#)

732.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[-XraY-'s solution](#)

733.

568B

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Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

734.

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

735.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[-XraY-'s solution](#)

736.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[-XraY-'s solution](#)

737.

553B

[Kyoya and Permutation](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[-XraY-'s solution](#)

738.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[-XraY-'s solution](#)

739.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[-XraY-'s solution](#)

740.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[-XraY-'s solution](#)

741.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

742.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[-XraY-'s solution](#)

743.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[-XraY-'s solution](#)

744.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[-XraY-'s solution](#)

745.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[-XraY-'s solution](#)

746.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

747.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

748.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[-XraY-'s solution](#)

749.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[-XraY-'s solution](#)

750.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-23 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[-XraY-'s solution](#)

751.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-23 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[-XraY-'s solution](#)

752.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[-XraY-'s solution](#)

753.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

754.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[-XraY-'s solution](#)

755.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[-XraY-'s solution](#)

756.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: binary search, sortings

[-XraY-'s solution](#)

757.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: binary search, greedy, two pointers
[-XraY-'s solution](#)

758.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: geometry
[-XraY-'s solution](#)

759.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: constructive algorithms, dp
[-XraY-'s solution](#)

760.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: data structures
[-XraY-'s solution](#)

761.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[-XraY-'s solution](#)

762.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation
[-XraY-'s solution](#)

763.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[-XraY-'s solution](#)

764.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: dp, flows, greedy
[-XraY-'s solution](#)

765.

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy
[-XraY-'s solution](#)

766.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

767.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy
[-XraY-'s solution](#)

768.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[-XraY-'s solution](#)

769.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

770.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

771.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

772.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[-XraY-'s solution](#)

773.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

774.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,355 global accepts · Rating: 1900 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: combinatorics, number theory

[-XraY-'s solution](#)

775.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[-XraY-'s solution](#)

776.

279E

[Beautiful Decomposition](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[-XraY-'s solution](#)

777.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

778.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

779.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[-XraY-'s solution](#)

780.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: geometry, ternary search, two pointers

[-XraY-'s solution](#)

781.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

782.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[-XraY-'s solution](#)

783.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[-XraY-'s solution](#)

784.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[-XraY-'s solution](#)

785.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

786.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[-XraY-'s solution](#)

787.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[-XraY-'s solution](#)

788.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp, matrices

[-XraY-'s solution](#)

789.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[-XraY's solution](#)

790.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: greedy

[-XraY's solution](#)

791.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[-XraY's solution](#)

792.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp

[-XraY's solution](#)

793.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: combinatorics, dp

[-XraY's solution](#)

794.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: geometry

[-XraY's solution](#)

795.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-13 · GNU C++ (first AC) · Tags: geometry, math, sortings

[-XraY's solution](#)

796.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[-XraY's solution](#)

797.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: greedy

[-XraY's solution](#)

798.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[-XraY's solution](#)

799.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[-XraY's solution](#)

800.

121C

[Lucky Permutation](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[-XraY-'s solution](#)

801.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[-XraY-'s solution](#)

802.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: dp, dsu, trees

[-XraY-'s solution](#)

803.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[-XraY-'s solution](#)

804.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

805.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[-XraY-'s solution](#)

806.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[-XraY-'s solution](#)

807.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[-XraY-'s solution](#)

808.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY-'s solution](#)

809.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

810.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: greedy

[-XraY-'s solution](#)

811.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math,

matrices

[-XraY-'s solution](#)

812.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

813.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

814.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-XraY-'s solution](#)

815.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-22 · last AC: 2016-02-22 · GNU C++11 (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

816.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: dp, strings

[-XraY-'s solution](#)

817.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: dp, matrices

[-XraY-'s solution](#)

818.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[-XraY-'s solution](#)

819.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[-XraY-'s solution](#)

820.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[-XraY-'s solution](#)

821.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2015-07-12 · last AC: 2015-08-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[-XraY-'s solution](#)

822.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: binary search, math
[-XraY-'s solution](#)

823.

386C

[Diverse Substrings](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2000 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: dp, strings, two pointers
[-XraY-'s solution](#)

824.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[-XraY-'s solution](#)

825.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[-XraY-'s solution](#)

826.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, trees
[-XraY-'s solution](#)

827.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[-XraY-'s solution](#)

828.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: greedy, math, two pointers
[-XraY-'s solution](#)

829.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[-XraY-'s solution](#)

830.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings
[-XraY-'s solution](#)

831.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[-XraY-'s solution](#)

832.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · Java 7 (first AC) · Tags: —
[-XraY-'s solution](#)

833.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[-XraY-'s solution](#)

834.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

835.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: binary search, dp

[-XraY-'s solution](#)

836.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[-XraY-'s solution](#)

837.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[-XraY-'s solution](#)

838.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[-XraY-'s solution](#)

839.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[-XraY-'s solution](#)

840.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: dp, strings

[-XraY-'s solution](#)

841.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: *special, data structures

[-XraY-'s solution](#)

842.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[-XraY-'s solution](#)

843.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[-XraY-'s solution](#)

844.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[-XraY-'s solution](#)

845.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

846.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[-XraY-'s solution](#)

847.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[-XraY-'s solution](#)

848.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[-XraY-'s solution](#)

849.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[-XraY-'s solution](#)

850.

341C

[Iahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

851.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

852.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

853.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

854.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[-XraY-'s solution](#)

855.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

856.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[-XraY-'s solution](#)

857.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[-XraY-'s solution](#)

858.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

859.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[-XraY-'s solution](#)

860.

253D

[Table with Letters - 2](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2000 · first AC: 2013-02-05 · GNU C++ (first AC) · Tags: brute force, two pointers

[-XraY-'s solution](#)

861.

252E

[Number Transformation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: dp, number theory

[-XraY-'s solution](#)

862.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-01-10 · last AC: 2013-01-11 · GNU C++ (first AC) · Tags: geometry

[-XraY-'s solution](#)

863.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: bitmasks, data structures

[-XraY-'s solution](#)

864.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

865.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, strings

[-XraY-'s solution](#)

866.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: graphs, sortings

[-XraY-'s solution](#)

867.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: flows, graphs

[-XraY-'s solution](#)

868.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2012-11-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[-XraY-'s solution](#)

869.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

870.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[-XraY-'s solution](#)

871.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · last AC: 2012-10-21 · GNU C++ (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

872.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: dp, hashing

[-XraY-'s solution](#)

873.

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

874.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-08-11 · GNU C++ (first AC) · Tags: math, probabilities

[-XraY-'s solution](#)

875.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

876.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

877.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-13 · last AC: 2012-06-13 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[-XraY-'s solution](#)

878.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

879.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · last AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

880.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

881.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[-XraY-'s solution](#)

882.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · last AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[-XraY-'s solution](#)

883.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

884.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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885.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

886.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

887.

109D

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Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[-XraY's solution](#)

888.

87C

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[-XraY's solution](#)

889.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2011-06-03 · GNU C++ (first AC) · Tags: geometry

[-XraY's solution](#)

890.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings

[-XraY's solution](#)

891.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[-XraY's solution](#)

892.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[-XraY's solution](#)

893.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[-XraY's solution](#)

894.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[-XraY's solution](#)

895.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[-XraY's solution](#)

896.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[-XraY's solution](#)

897.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-XraY's solution](#)

898.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[-XraY-'s solution](#)

899.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[-XraY-'s solution](#)

900.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[-XraY-'s solution](#)

901.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[-XraY-'s solution](#)

902.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[-XraY-'s solution](#)

903.

601B

[Lipshitz Sequence](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[-XraY-'s solution](#)

904.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[-XraY-'s solution](#)

905.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

906.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[-XraY-'s solution](#)

907.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[-XraY-'s solution](#)

908.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

909.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[-XraY-'s solution](#)

910.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths
[-XraY-'s solution](#)

911.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[-XraY-'s solution](#)

912.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[-XraY-'s solution](#)

913.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math
[-XraY-'s solution](#)

914.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-06-01 · GNU C++11 (first AC) · Tags: flows, graphs, math
[-XraY-'s solution](#)

915.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: data structures, dp, math
[-XraY-'s solution](#)

916.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[-XraY-'s solution](#)

917.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths
[-XraY-'s solution](#)

918.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[-XraY-'s solution](#)

919.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2100 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[-XraY-'s solution](#)

920.

540E

[Infinite Inversions](#) · [Tutorial](#)

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[-XraY-'s solution](#)

921.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[-XraY-'s solution](#)

922.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[-XraY-'s solution](#)

923.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[-XraY-'s solution](#)

924.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: dfs and similar, number theory, trees

[-XraY-'s solution](#)

925.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++ (first AC) · Tags: greedy

[-XraY-'s solution](#)

926.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, graphs, trees

[-XraY-'s solution](#)

927.

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar, dp

[-XraY-'s solution](#)

928.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[-XraY-'s solution](#)

929.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: games

[-XraY-'s solution](#)

930.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[-XraY-'s solution](#)

931.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[-XraY-'s solution](#)

932.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[-XraY-'s solution](#)

933.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

934.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[-XraY-'s solution](#)

935.

457C

[Elections](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

936.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[-XraY-'s solution](#)

937.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: dp, two pointers

[-XraY-'s solution](#)

938.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: combinatorics, number theory

[-XraY-'s solution](#)

939.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[-XraY-'s solution](#)

940.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[-XraY-'s solution](#)

941.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: brute force, geometry

[-XraY-'s solution](#)

942.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[-XraY-'s solution](#)

943.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[-XraY-'s solution](#)

944.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[-XraY-'s solution](#)

945.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[-XraY-'s solution](#)

946.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: greedy, implementation

[-XraY-'s solution](#)

947.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

948.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dp, games

[-XraY-'s solution](#)

949.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: data structures, graphs, trees

[-XraY-'s solution](#)

950.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: math, probabilities, sortings

[-XraY-'s solution](#)

951.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[-XraY-'s solution](#)

952.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: dp, implementation
[-XraY-'s solution](#)

953.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[-XraY-'s solution](#)

954.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2013-01-07 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[-XraY-'s solution](#)

955.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-12-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[-XraY-'s solution](#)

956.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[-XraY-'s solution](#)

957.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[-XraY-'s solution](#)

958.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers
[-XraY-'s solution](#)

959.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-29 · GNU C++ (first AC) · Tags: data structures
[-XraY-'s solution](#)

960.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[-XraY-'s solution](#)

961.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-21 · GNU C++ (first AC) · Tags: math, number theory
[-XraY-'s solution](#)

962.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

963.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: brute force, math

[-XraY-'s solution](#)

964.

215E

[Periodical Numbers](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2100 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[-XraY-'s solution](#)

965.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

966.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

967.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees

[-XraY-'s solution](#)

968.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

969.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[-XraY-'s solution](#)

970.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: data structures, dsu, trees

[-XraY-'s solution](#)

971.

145C

[Lucky Subsequence](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

972.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2012-01-10 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy

[-XraY-'s solution](#)

973.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2012-01-10 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

974.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · last AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[-XraY-'s solution](#)

975.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2100 · first AC: 2011-01-22 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

976.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

977.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[-XraY-'s solution](#)

978.

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[-XraY-'s solution](#)

979.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

980.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[-XraY-'s solution](#)

981.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY-'s solution](#)

982.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[-XraY-'s solution](#)

983.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[-XraY-'s solution](#)

984.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[-XraY-'s solution](#)

985.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[-XraY-'s solution](#)

986.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[-XraY-'s solution](#)

987.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[-XraY-'s solution](#)

988.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[-XraY-'s solution](#)

989.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[-XraY-'s solution](#)

990.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[-XraY-'s solution](#)

991.

593C

[Beautiful Function](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[-XraY-'s solution](#)

992.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[-XraY-'s solution](#)

993.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[-XraY-'s solution](#)

994.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[-XraY-'s solution](#)

995.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees
[-XraY-'s solution](#)

996.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2015-09-08 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: graph matchings
[-XraY-'s solution](#)

997.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures
[-XraY-'s solution](#)

998.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[-XraY-'s solution](#)

999.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[-XraY-'s solution](#)

1000.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, geometry
[-XraY-'s solution](#)

1001.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[-XraY-'s solution](#)

1002.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[-XraY-'s solution](#)

1003.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2015-08-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[-XraY-'s solution](#)

1004.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[-XraY-'s solution](#)

1005.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[-XraY-'s solution](#)

1006.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1007.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[-XraY-'s solution](#)

1008.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[-XraY-'s solution](#)

1009.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

1010.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[-XraY-'s solution](#)

1011.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[-XraY-'s solution](#)

1012.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-XraY-'s solution](#)

1013.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[-XraY-'s solution](#)

1014.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

1015.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[-XraY-'s solution](#)

1016.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2015-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[-XraY-'s solution](#)

1017.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[-XraY-'s solution](#)

1018.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[-XraY-'s solution](#)

1019.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[-XraY-'s solution](#)

1020.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[-XraY-'s solution](#)

1021.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy

[-XraY-'s solution](#)

1022.

351E

[Jeff and Permutation](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2015-03-23 · GNU C++11 (first AC) · Tags: greedy

[-XraY-'s solution](#)

1023.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: greedy, math

[-XraY-'s solution](#)

1024.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[-XraY-'s solution](#)

1025.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[-XraY-'s solution](#)

1026.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[-XraY-'s solution](#)

1027.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: data structures, greedy, sortings

[-XraY-'s solution](#)

1028.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2014-12-20 · GNU C++0x (first AC) · Tags: string suffix structures

[-XraY-'s solution](#)

1029.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[-XraY-'s solution](#)

1030.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2014-12-01 · last AC: 2014-12-09 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[-XraY-'s solution](#)

1031.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: flows

[-XraY-'s solution](#)

1032.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[-XraY-'s solution](#)

1033.

305D

[Olga and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: combinatorics, math

[-XraY-'s solution](#)

1034.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1035.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1036.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation

[-XraY-'s solution](#)

1037.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[-XraY-'s solution](#)

1038.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[-XraY-'s solution](#)

1039.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[-XraY-'s solution](#)

1040.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: graphs, greedy

[-XraY-'s solution](#)

1041.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: bitmasks, dp

[-XraY-'s solution](#)

1042.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

1043.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[-XraY-'s solution](#)

1044.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: games

[-XraY-'s solution](#)

1045.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2013-02-05 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[-XraY-'s solution](#)

1046.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: brute force, graphs

[-XraY-'s solution](#)

1047.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[-XraY-'s solution](#)

1048.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-23 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[-XraY-'s solution](#)

1049.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-09-04 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1050.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[-XraY-'s solution](#)

1051.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[-XraY-'s solution](#)

1052.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[-XraY-'s solution](#)

1053.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

1054.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[-XraY-'s solution](#)

1055.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2011-06-03 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[-XraY-'s solution](#)

1056.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2011-06-03 · GNU C++ (first AC) · Tags: bitmasks, dp

[-XraY-'s solution](#)

1057.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[-XraY-'s solution](#)

1058.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2200 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[-XraY-'s solution](#)

1059.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2011-04-01 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

1060.

68C

[Synchrophasotron](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2200 · first AC: 2011-03-19 · GNU C++ (first AC) · Tags: brute force

[-XraY-'s solution](#)

1061.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[-XraY-'s solution](#)

1062.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[-XraY-'s solution](#)

1063.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[-XraY-'s solution](#)

1064.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[-XraY-'s solution](#)

1065.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[-XraY-'s solution](#)

1066.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[-XraY-'s solution](#)

1067.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[-XraY-'s solution](#)

1068.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: trees

[-XraY-'s solution](#)

1069.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: dp, sortings

[-XraY-'s solution](#)

1070.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[-XraY-'s solution](#)

1071.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[-XraY-'s solution](#)

1072.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[-XraY-'s solution](#)

1073.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2016-08-24 · last AC: 2016-09-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[-XraY-'s solution](#)

1074.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[-XraY-'s solution](#)

1075.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[-XraY-'s solution](#)

1076.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[-XraY-'s solution](#)

1077.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[-XraY-'s solution](#)

1078.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: games

[-XraY-'s solution](#)

1079.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

1080.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

1081.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[-XraY-'s solution](#)

1082.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[-XraY-'s solution](#)

1083.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: math, matrices

[-XraY-'s solution](#)

1084.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

1085.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[-XraY-'s solution](#)

1086.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1087.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1088.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[-XraY-'s solution](#)

1089.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[-XraY-'s solution](#)

1090.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[-XraY-'s solution](#)

1091.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[-XraY-'s solution](#)

1092.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-XraY-'s solution](#)

1093.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[-XraY-'s solution](#)

1094.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[-XraY-'s solution](#)

1095.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[-XraY-'s solution](#)

1096.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: brute force, dsu, graphs, implementation

[-XraY-'s solution](#)

1097.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[-XraY-'s solution](#)

1098.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2014-12-12 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[-XraY-'s solution](#)

1099.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: dp

[-XraY-'s solution](#)

1100.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2014-12-01 · last AC: 2014-12-11 · GNU C++0x (first AC) · Tags: brute force, dp
[-XraY-'s solution](#)

1101.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: data structures, math
[-XraY-'s solution](#)

1102.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: data structures, math
[-XraY-'s solution](#)

1103.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: —
[-XraY-'s solution](#)

1104.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: flows, graph matchings
[-XraY-'s solution](#)

1105.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[-XraY-'s solution](#)

1106.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: flows
[-XraY-'s solution](#)

1107.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2014-08-23 · GNU C++ (first AC) · Tags: games
[-XraY-'s solution](#)

1108.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: constructive algorithms, geometry
[-XraY-'s solution](#)

1109.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: brute force, number theory
[-XraY-'s solution](#)

1110.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: binary search, math, number theory
[-XraY-'s solution](#)

1111.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-08-01 · GNU C++ (first AC) · Tags: dp, fft

[-XraY-'s solution](#)

1112.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games

[-XraY-'s solution](#)

1113.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: dp, trees

[-XraY-'s solution](#)

1114.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[-XraY-'s solution](#)

1115.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1116.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2013-02-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[-XraY-'s solution](#)

1117.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2013-01-15 · GNU C++ (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

1118.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: brute force, implementation

[-XraY-'s solution](#)

1119.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2012-08-08 · GNU C++ (first AC) · Tags: bitmasks, hashing, implementation

[-XraY-'s solution](#)

1120.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[-XraY-'s solution](#)

1121.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[-XraY-'s solution](#)

1122.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2012-05-28 · last AC: 2012-06-04 · GNU C++ (first AC) · Tags: string suffix structures
[-XraY-'s solution](#)

1123.

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: games, math
[-XraY-'s solution](#)

1124.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · last AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp
[-XraY-'s solution](#)

1125.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs
[-XraY-'s solution](#)

1126.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: graphs, shortest paths
[-XraY-'s solution](#)

1127.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: dp, expression parsing, graphs, implementation
[-XraY-'s solution](#)

1128.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[-XraY-'s solution](#)

1129.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[-XraY-'s solution](#)

1130.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[-XraY-'s solution](#)

1131.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[-XraY-'s solution](#)

1132.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest

paths

[-XraY-'s solution](#)

1133.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[-XraY-'s solution](#)

1134.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[-XraY-'s solution](#)

1135.

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: math, probabilities

[-XraY-'s solution](#)

1136.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: flows

[-XraY-'s solution](#)

1137.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-03-10 · last AC: 2016-10-28 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1138.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[-XraY-'s solution](#)

1139.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1140.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[-XraY-'s solution](#)

1141.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1142.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[-XraY-'s solution](#)

1143.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[-XraY-'s solution](#)

1144.

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[-XraY-'s solution](#)

1145.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

1146.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[-XraY-'s solution](#)

1147.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[-XraY-'s solution](#)

1148.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: dp, matrices

[-XraY-'s solution](#)

1149.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[-XraY-'s solution](#)

1150.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[-XraY-'s solution](#)

1151.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[-XraY-'s solution](#)

1152.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[-XraY-'s solution](#)

1153.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[-XraY-'s solution](#)

1154.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[-XraY-'s solution](#)

1155.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1156.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2015-08-03 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[-XraY-'s solution](#)

1157.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1158.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-05-10 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar

[-XraY-'s solution](#)

1159.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1160.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1161.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[-XraY-'s solution](#)

1162.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[-XraY-'s solution](#)

1163.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[-XraY-'s solution](#)

1164.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-06 · last AC: 2015-04-06 · GNU C++11 (first AC) · Tags: dp, implementation

[-XraY-'s solution](#)

1165.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[-XraY-'s solution](#)

1166.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[-XraY-'s solution](#)

1167.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, sortings

[-XraY-'s solution](#)

1168.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, trees

[-XraY-'s solution](#)

1169.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: brute force, dp

[-XraY-'s solution](#)

1170.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp

[-XraY-'s solution](#)

1171.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[-XraY-'s solution](#)

1172.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: graphs, math

[-XraY-'s solution](#)

1173.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[-XraY-'s solution](#)

1174.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[-XraY-'s solution](#)

1175.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: string suffix structures

[-XraY-'s solution](#)

1176.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: dp, math

[-XraY-'s solution](#)

1177.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: data structures

[-XraY-'s solution](#)

1178.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[-XraY-'s solution](#)

1179.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2014-08-26 · last AC: 2014-08-27 · GNU C++ (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

1180.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[-XraY-'s solution](#)

1181.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: graphs, implementation

[-XraY-'s solution](#)

1182.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[-XraY-'s solution](#)

1183.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1184.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-09-12 · last AC: 2013-09-12 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[-XraY-'s solution](#)

1185.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: brute force, math, number theory

[-XraY-'s solution](#)

1186.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-20 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1187.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[-XraY-'s solution](#)

1188.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1189.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: dp, math, number theory

[-XraY-'s solution](#)

1190.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: flows, trees

[-XraY-'s solution](#)

1191.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: games, implementation

[-XraY-'s solution](#)

1192.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[-XraY-'s solution](#)

1193.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[-XraY-'s solution](#)

1194.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1195.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2012-12-25 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[-XraY-'s solution](#)

1196.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[-XraY-'s solution](#)

1197.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, two pointers

[-XraY-'s solution](#)

1198.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-08-13 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1199.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[-XraY-'s solution](#)

1200.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, data structures

[-XraY-'s solution](#)

1201.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-07-01 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[-XraY-'s solution](#)

1202.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: implementation, math, number theory, ternary search

[-XraY-'s solution](#)

1203.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, geometry

[-XraY-'s solution](#)

1204.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[-XraY-'s solution](#)

1205.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: flows, graphs

[-XraY-'s solution](#)

1206.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1207.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2012-03-17 · GNU C++ (first AC) · Tags: binary search, graphs

[-XraY-'s solution](#)

1208.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: divide and conquer

[-XraY-'s solution](#)

1209.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2011-10-28 · last AC: 2011-10-28 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1210.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-05-24 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[-XraY-'s solution](#)

1211.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · last AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[-XraY-'s solution](#)

1212.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[-XraY-'s solution](#)

1213.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-XraY-'s solution](#)

1214.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[-XraY-'s solution](#)

1215.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[-XraY-'s solution](#)

1216.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[-XraY-'s solution](#)

1217.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[-XraY-'s solution](#)

1218.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[-XraY-'s solution](#)

1219.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[-XraY-'s solution](#)

1220.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry
[-XraY-'s solution](#)

1221.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[-XraY-'s solution](#)

1222.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: data structures, number theory
[-XraY-'s solution](#)

1223.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry
[-XraY-'s solution](#)

1224.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings
[-XraY-'s solution](#)

1225.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers
[-XraY-'s solution](#)

1226.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[-XraY-'s solution](#)

1227.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: dp, matrices
[-XraY-'s solution](#)

1228.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: geometry
[-XraY-'s solution](#)

1229.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2015-07-12 · GNU C++11 (first AC) · Tags: geometry, schedules, sortings

[-XraY-'s solution](#)

1230.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[-XraY-'s solution](#)

1231.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2500 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[-XraY-'s solution](#)

1232.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2015-05-18 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1233.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: dp, matrices

[-XraY-'s solution](#)

1234.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[-XraY-'s solution](#)

1235.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[-XraY-'s solution](#)

1236.

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1237.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[-XraY-'s solution](#)

1238.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: brute force, data structures

[-XraY-'s solution](#)

1239.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[-XraY-'s solution](#)

1240.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp

[-XraY-'s solution](#)

1241.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[-XraY-'s solution](#)

1242.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[-XraY-'s solution](#)

1243.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2014-08-28 · GNU C++ (first AC) · Tags: brute force, data structures, graphs, shortest paths

[-XraY-'s solution](#)

1244.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: combinatorics, math

[-XraY-'s solution](#)

1245.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1246.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2013-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[-XraY-'s solution](#)

1247.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-05 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1248.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1249.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1250.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2013-04-17 · GNU C++ (first AC) · Tags: brute force, implementation, number theory

[-XraY-'s solution](#)

1251.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1252.

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[-XraY-'s solution](#)

1253.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: data structures, math

[-XraY-'s solution](#)

1254.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: dp, two pointers

[-XraY-'s solution](#)

1255.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[-XraY-'s solution](#)

1256.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2013-01-07 · GNU C++ (first AC) · Tags: binary search, brute force, data structures

[-XraY-'s solution](#)

1257.

220D

[Little Elephant and Triangle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

1258.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: binary search, data structures, dsu

[-XraY-'s solution](#)

1259.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: combinatorics, graphs

[-XraY-'s solution](#)

1260.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: brute force, dp

[-XraY-'s solution](#)

1261.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[-XraY-'s solution](#)

1262.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[-XraY-'s solution](#)

1263.

119D

[String Transformation](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2011-10-15 · GNU C++ (first AC) · Tags: hashing, strings
[-XraY-'s solution](#)

1264.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-05-26 · GNU C++ (first AC) · Tags: dp, string suffix structures, trees
[-XraY-'s solution](#)

1265.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[-XraY-'s solution](#)

1266.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[-XraY-'s solution](#)

1267.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[-XraY-'s solution](#)

1268.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices
[-XraY-'s solution](#)

1269.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-12-13 · GNU C++11 (first AC) · Tags: brute force, greedy
[-XraY-'s solution](#)

1270.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: data structures
[-XraY-'s solution](#)

1271.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[-XraY-'s solution](#)

1272.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[-XraY-'s solution](#)

1273.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

1274.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[-XraY-'s solution](#)

1275.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[-XraY-'s solution](#)

1276.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[-XraY-'s solution](#)

1277.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[-XraY-'s solution](#)

1278.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[-XraY-'s solution](#)

1279.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[-XraY-'s solution](#)

1280.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[-XraY-'s solution](#)

1281.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[-XraY-'s solution](#)

1282.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-11 · GNU C++ (first AC) · Tags: 2-sat, greedy

[-XraY-'s solution](#)

1283.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1284.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1285.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[-XraY-'s solution](#)

1286.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1287.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1288.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1289.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-23 · GNU C++11 (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

1290.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: number theory

[-XraY-'s solution](#)

1291.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[-XraY-'s solution](#)

1292.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths

[-XraY-'s solution](#)

1293.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[-XraY-'s solution](#)

1294.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: graphs

[-XraY-'s solution](#)

1295.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[-XraY-'s solution](#)

1296.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[-XraY-'s solution](#)

1297.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, shortest paths

[-XraY-'s solution](#)

1298.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation, math

[-XraY-'s solution](#)

1299.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2014-08-27 · GNU C++ (first AC) · Tags: data structures, math

[-XraY-'s solution](#)

1300.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1301.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, shortest paths

[-XraY-'s solution](#)

1302.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2013-10-22 · last AC: 2013-10-22 · GNU C++ (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

1303.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: data structures, sortings

[-XraY-'s solution](#)

1304.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[-XraY-'s solution](#)

1305.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2013-03-11 · last AC: 2013-03-11 · GNU C++ (first AC) · Tags: brute force, geometry
[-XraY-'s solution](#)

1306.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: dp, games
[-XraY-'s solution](#)

1307.

269D

[Maximum Waterfall](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-03-08 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings
[-XraY-'s solution](#)

1308.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-03-01 · last AC: 2013-03-01 · GNU C++ (first AC) · Tags: dp
[-XraY-'s solution](#)

1309.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2013-02-27 · GNU C++ (first AC) · Tags: dp, math, probabilities
[-XraY-'s solution](#)

1310.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: math
[-XraY-'s solution](#)

1311.

249C

[Piglet's Birthday](#) · [Tutorial](#)

Rating: 2600 · first AC: 2013-01-15 · GNU C++ (first AC) · Tags: dp, probabilities
[-XraY-'s solution](#)

1312.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2012-11-20 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[-XraY-'s solution](#)

1313.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: data structures
[-XraY-'s solution](#)

1314.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2012-11-04 · last AC: 2012-11-04 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths
[-XraY-'s solution](#)

1315.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: graphs, shortest paths
[-XraY-'s solution](#)

1316.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths

[-XraY-'s solution](#)

1317.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[-XraY-'s solution](#)

1318.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-22 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[-XraY-'s solution](#)

1319.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2012-07-12 · GNU C++ (first AC) · Tags: binary search, combinatorics

[-XraY-'s solution](#)

1320.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[-XraY-'s solution](#)

1321.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[-XraY-'s solution](#)

1322.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[-XraY-'s solution](#)

1323.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1324.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1325.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY-'s solution](#)

1326.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1327.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[-XraY-'s solution](#)

1328.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-10-05 · last AC: 2016-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

1329.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[-XraY-'s solution](#)

1330.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[-XraY-'s solution](#)

1331.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[-XraY-'s solution](#)

1332.

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[-XraY-'s solution](#)

1333.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

1334.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1335.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[-XraY-'s solution](#)

1336.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[-XraY-'s solution](#)

1337.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[-XraY-'s solution](#)

1338.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[-XraY-'s solution](#)

1339.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2015-08-12 · GNU C++ (first AC) · Tags: combinatorics, dp
[-XraY-'s solution](#)

1340.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2015-08-02 · GNU C++ (first AC) · Tags: data structures
[-XraY-'s solution](#)

1341.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[-XraY-'s solution](#)

1342.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms
[-XraY-'s solution](#)

1343.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[-XraY-'s solution](#)

1344.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp
[-XraY-'s solution](#)

1345.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-19 · GNU C++ (first AC) · Tags: combinatorics, probabilities
[-XraY-'s solution](#)

1346.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-08-18 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing
[-XraY-'s solution](#)

1347.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: brute force, geometry
[-XraY-'s solution](#)

1348.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: math
[-XraY-'s solution](#)

1349.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[-XraY-'s solution](#)

1350.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2013-09-12 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation
[-XraY-'s solution](#)

1351.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[-XraY-'s solution](#)

1352.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-07-23 · GNU C++ (first AC) · Tags: geometry, math, probabilities, two pointers
[-XraY-'s solution](#)

1353.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: brute force, combinatorics
[-XraY-'s solution](#)

1354.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2013-03-01 · GNU C++ (first AC) · Tags: math, matrices
[-XraY-'s solution](#)

1355.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: dp
[-XraY-'s solution](#)

1356.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: bitmasks, math
[-XraY-'s solution](#)

1357.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2013-01-15 · GNU C++ (first AC) · Tags: data structures, dp, geometry, math, sortings
[-XraY-'s solution](#)

1358.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2012-12-09 · GNU C++ (first AC) · Tags: data structures, dp, geometry, two pointers
[-XraY-'s solution](#)

1359.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2012-11-16 · last AC: 2012-11-16 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings
[-XraY-'s solution](#)

1360.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, math
[-XraY-'s solution](#)

1361.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2012-08-08 · GNU C++ (first AC) · Tags: data structures, hashing, strings
[-XraY-'s solution](#)

1362.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2012-07-01 · GNU C++ (first AC) · Tags: constructive algorithms
[-XraY-'s solution](#)

1363.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[-XraY-'s solution](#)

1364.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[-XraY-'s solution](#)

1365.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[-XraY-'s solution](#)

1366.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[-XraY-'s solution](#)

1367.

717I

[Cowboy Bebop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: geometry
[-XraY-'s solution](#)

1368.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[-XraY-'s solution](#)

1369.

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —
[-XraY-'s solution](#)

1370.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: data structures, number theory

[-XraY-'s solution](#)

1371.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[-XraY-'s solution](#)

1372.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,036 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[-XraY-'s solution](#)

1373.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

1374.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1375.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: geometry

[-XraY-'s solution](#)

1376.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1377.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: dp, geometry

[-XraY-'s solution](#)

1378.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++ (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

1379.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2015-08-06 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[-XraY-'s solution](#)

1380.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2015-07-31 · last AC: 2015-07-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[-XraY-'s solution](#)

1381.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[-XraY-'s solution](#)

1382.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[-XraY-'s solution](#)

1383.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[-XraY-'s solution](#)

1384.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[-XraY-'s solution](#)

1385.

335E

[Counting Skyscrapers](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2800 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

1386.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[-XraY-'s solution](#)

1387.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy

[-XraY-'s solution](#)

1388.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1389.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2013-06-23 · last AC: 2013-06-26 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures, strings

[-XraY-'s solution](#)

1390.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: dp, implementation, math

[-XraY-'s solution](#)

1391.

290F

[Greedy Petya](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy
[-XraY-'s solution](#)

1392.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2013-03-24 · last AC: 2013-03-25 · GNU C++ (first AC) · Tags: constructive algorithms, fft, math
[-XraY-'s solution](#)

1393.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: combinatorics, data structures, math
[-XraY-'s solution](#)

1394.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2013-03-15 · GNU C++ (first AC) · Tags: data structures, flows, graphs, implementation
[-XraY-'s solution](#)

1395.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2013-03-14 · GNU C++ (first AC) · Tags: dp, probabilities
[-XraY-'s solution](#)

1396.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: brute force, dp, two pointers
[-XraY-'s solution](#)

1397.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2012-11-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[-XraY-'s solution](#)

1398.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2012-08-25 · GNU C++ (first AC) · Tags: data structures, dsu, trees
[-XraY-'s solution](#)

1399.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2012-08-15 · GNU C++ (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[-XraY-'s solution](#)

1400.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, strings
[-XraY-'s solution](#)

1401.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-XraY-'s solution](#)

1402.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[-XraY-'s solution](#)

1403.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY-'s solution](#)

1404.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[-XraY-'s solution](#)

1405.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[-XraY-'s solution](#)

1406.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[-XraY-'s solution](#)

1407.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[-XraY-'s solution](#)

1408.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-10-06 · last AC: 2016-10-06 · GNU C++11 (first AC) · Tags: dp, hashing, trees

[-XraY-'s solution](#)

1409.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp

[-XraY-'s solution](#)

1410.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: flows

[-XraY-'s solution](#)

1411.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[-XraY-'s solution](#)

1412.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[-XraY-'s solution](#)

1413.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1414.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, dp

[-XraY-'s solution](#)

1415.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: geometry, math

[-XraY-'s solution](#)

1416.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: data structures

[-XraY-'s solution](#)

1417.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[-XraY-'s solution](#)

1418.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2015-08-04 · last AC: 2015-08-04 · GNU C++ (first AC) · Tags: dp

[-XraY-'s solution](#)

1419.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2015-03-05 · last AC: 2015-06-17 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[-XraY-'s solution](#)

1420.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2015-05-05 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[-XraY-'s solution](#)

1421.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: dp, games

[-XraY-'s solution](#)

1422.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2015-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[-XraY-'s solution](#)

1423.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: dsu

[-XraY-'s solution](#)

1424.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, greedy, math

[-XraY-'s solution](#)

1425.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[-XraY-'s solution](#)

1426.

314E

[Sereja and Squares](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2014-11-22 · last AC: 2014-11-22 · GNU C++0x (first AC) · Tags: dp

[-XraY-'s solution](#)

1427.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2014-08-22 · GNU C++ (first AC) · Tags: binary search, greedy

[-XraY-'s solution](#)

1428.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, math, probabilities

[-XraY-'s solution](#)

1429.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2012-11-30 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

1430.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2012-11-27 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1431.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2012-11-12 · GNU C++ (first AC) · Tags: binary search, data structures, string suffix structures

[-XraY-'s solution](#)

1432.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: data structures, trees

[-XraY-'s solution](#)

1433.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2012-08-23 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[-XraY's solution](#)

1434.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: brute force, math, matrices

[-XraY's solution](#)

1435.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2012-06-04 · GNU C++ (first AC) · Tags: data structures

[-XraY's solution](#)

1436.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2012-04-08 · last AC: 2012-04-08 · GNU C++ (first AC) · Tags: brute force

[-XraY's solution](#)

1437.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[-XraY's solution](#)

1438.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[-XraY's solution](#)

1439.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[-XraY's solution](#)

1440.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY's solution](#)

1441.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[-XraY's solution](#)

1442.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[-XraY's solution](#)

1443.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-XraY's solution](#)

1444.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[-XraY-'s solution](#)

1445.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[-XraY-'s solution](#)

1446.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1447.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[-XraY-'s solution](#)

1448.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2016-01-18 · last AC: 2016-01-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[-XraY-'s solution](#)

1449.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[-XraY-'s solution](#)

1450.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: math, number theory

[-XraY-'s solution](#)

1451.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: combinatorics, geometry

[-XraY-'s solution](#)

1452.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: dp, greedy

[-XraY-'s solution](#)

1453.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[-XraY-'s solution](#)

1454.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: data structures, implementation, trees

[-XraY-'s solution](#)

1455.

458E

[Flow Optimality](#) · [Tutorial](#)

Rating: 3000 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1456.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: dp, implementation, math

[-XraY-'s solution](#)

1457.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: divide and conquer, two pointers

[-XraY-'s solution](#)

1458.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2014-03-04 · last AC: 2014-03-04 · GNU C++ (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[-XraY-'s solution](#)

1459.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1460.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: dp, math, probabilities

[-XraY-'s solution](#)

1461.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[-XraY-'s solution](#)

1462.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: data structures

[-XraY-'s solution](#)

1463.

280E

[Sequence Transformation](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3000 · first AC: 2013-03-18 · GNU C++ (first AC) · Tags: brute force, data structures, dp, implementation, math

[-XraY-'s solution](#)

1464.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2013-03-12 · GNU C++ (first AC) · Tags: data structures, implementation

[-XraY-'s solution](#)

1465.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: data structures, dp

[-XraY-'s solution](#)

1466.

251E

[Tree and Table](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3000 · first AC: 2013-02-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, implementation, trees
[-XraY-'s solution](#)

1467.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2012-12-15 · GNU C++ (first AC) · Tags: data structures
[-XraY-'s solution](#)

1468.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2012-11-22 · GNU C++ (first AC) · Tags: graphs
[-XraY-'s solution](#)

1469.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp
[-XraY-'s solution](#)

1470.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2012-09-23 · GNU C++ (first AC) · Tags: flows, geometry, graphs
[-XraY-'s solution](#)

1471.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2012-09-20 · GNU C++ (first AC) · Tags: geometry, graphs
[-XraY-'s solution](#)

1472.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2012-08-21 · GNU C++ (first AC) · Tags: flows, graphs
[-XraY-'s solution](#)

1473.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[-XraY-'s solution](#)

1474.

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers
[-XraY-'s solution](#)

1475.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[-XraY-'s solution](#)

1476.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: data structures, greedy
[-XraY-'s solution](#)

1477.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[-XraY-'s solution](#)

1478.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[-XraY-'s solution](#)

1479.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[-XraY-'s solution](#)

1480.

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: dp

[-XraY-'s solution](#)

1481.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: constructive algorithms, dp

[-XraY-'s solution](#)

1482.

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: geometry

[-XraY-'s solution](#)

1483.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2014-03-03 · GNU C++ (first AC) · Tags: math

[-XraY-'s solution](#)

1484.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2013-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, shortest paths

[-XraY-'s solution](#)

1485.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2013-03-09 · GNU C++ (first AC) · Tags: geometry, math, strings

[-XraY-'s solution](#)

1486.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[-XraY-'s solution](#)

1487.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2016-12-28 · GNU C++11 (first AC) · Tags: geometry

[-XraY-'s solution](#)

1488.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[-XraY-'s solution](#)

1489.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: graph matchings, strings

[-XraY-'s solution](#)

1490.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2015-07-31 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, trees

[-XraY-'s solution](#)

1491.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, games

[-XraY-'s solution](#)

1492.

790E

[Bear and Isomorphic Points](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[-XraY-'s solution](#)

1493.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[-XraY-'s solution](#)

1494.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[-XraY-'s solution](#)

1495.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[-XraY-'s solution](#)

1496.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math, number theory

[-XraY-'s solution](#)

1497.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-XraY-'s solution](#)

1498.

1275F

[B,,UD4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[-XraY-'s solution](#)

1499.

1275E3

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1500.

1275E2

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1501.

1275E1

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1502.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1503.

1275C

[#define At0CD0D0B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1504.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1505.

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[-XraY-'s solution](#)

1506.

101336D

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1507.

101336C

[Magic Artifact](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1508.

101311E

[Parallelepiped](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1509.

101311D

[Knights and Knaves](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1510.

101311C

[Magic Weapon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1511.

101311B

[Rangers in the Bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1512.

101311A

[Spaceship](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1513.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · last AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1514.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1515.

101138H

[Precise Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1516.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1517.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1518.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1519.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1520.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[-XraY-'s solution](#)

1521.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1522.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1523.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[-XraY-'s solution](#)

1524.

100726J

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1525.

100726B

[Common Subexpression Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: —

[-XraY-'s solution](#)

1526.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1527.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · last AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1528.

100726E

[Mountain Road](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1529.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1530.

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1531.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1532.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1533.

100726C

[Divisible Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1534.

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1535.

100722D

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · last AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1536.

100722B

[The SetStack Computer](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1537.

100722H

[Lineland's Airport](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1538.

100722I

[Leonardo's Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1539.

100722A

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1540.

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1541.

100722C

[Pie](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1542.

100722F

[Printer Queue](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-20 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1543.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1544.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1545.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1546.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1547.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1548.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1549.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1550.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1551.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-05 · GNU C++0x (first AC) · Tags: —

[-XraY-'s solution](#)

1552.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1553.

100112F

[Food Review](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1554.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1555.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1556.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1557.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1558.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1559.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1560.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1561.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1562.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1563.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1564.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1565.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1566.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1567.

100254F

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1568.

100248K

[Rock Garden](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1569.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · Java 7 (first AC) · Tags: —
[-XraY-'s solution](#)

1570.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1571.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1572.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1573.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1574.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1575.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1576.

100240E

[Circle of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1577.

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1578.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1579.

100240J

[Year of More Code Jam](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1580.

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1581.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · last AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1582.

100240I

[Moogles](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1583.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1584.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1585.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1586.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1587.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1588.

100236B

[Bentago](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1589.

100236I

[ICPC Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1590.

100236H

[Hungry Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1591.

100236J

[Jokey Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1592.

100236G

[General Sohrab and General Sepehr!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1593.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1594.

100236L

[Lexicographically Minimal Poem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1595.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1596.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1597.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY-'s solution](#)

1598.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1599.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-02 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1600.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1601.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1602.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1603.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1604.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1605.

100132F

[B 70C A D \\$8 C => D \\$5 C Ô : C](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1606.

100132H

[B B D 0 0 Ô = D ´ 9 C 4 > D > C @](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1607.

100132C

[B D 0 0 C Ä 5 C Ø](#)

Rating: — · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1608.

100107C

[Titan Ruins: Passing through Walls](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —
[-XraY's solution](#)

1609.

100107D

[Titan Ruins: Old Generators Are Fine Too](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1610.

100107J

[Titan Ruins: Making Headway](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1611.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1612.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1613.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1614.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1615.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-05 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1616.

100096I

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · last AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1617.

100096J

[Sum of a subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · Java 7 (first AC) · Tags: —

[-XraY-'s solution](#)

1618.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1619.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1620.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1621.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)

1622.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[-XraY-'s solution](#)