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Unique solved — .o.

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 683

1.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · Python 3 (first AC) · Tags: [brute force](#), [implementation](#)

[.o.'s solution](#)

2.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · Python 3 (first AC) · Tags: [brute force](#), [implementation](#), [math](#)

[.o.'s solution](#)

3.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · Python 3 (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[.o.'s solution](#)

4.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · Python 3 (first AC) · Tags: [implementation](#)

[.o.'s solution](#)

5.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · Python 3 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)

[.o.'s solution](#)

6.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: [brute force](#), [implementation](#)

[.o.'s solution](#)

7.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#)

[.o.'s solution](#)

8.

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](#)

[.o.'s solution](#)

9.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)

[.o.'s solution](#)

10.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[.o.'s solution](#)

11.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

12.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: math
[.o.'s solution](#)

13.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

14.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C11 (first AC) · Tags: math
[.o.'s solution](#)

15.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

16.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[.o.'s solution](#)

17.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: brute force, implementation
[.o.'s solution](#)

18.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[.o.'s solution](#)

19.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[.o.'s solution](#)

20.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[.o.'s solution](#)

21.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,727 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[.o.'s solution](#)

22.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force
[.o.'s solution](#)

23.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation
[.o.'s solution](#)

24.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,010 global accepts · Rating: 800 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[.o.'s solution](#)

25.

233A

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

Quality: 49,148 global accepts · Rating: 800 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: implementation, math
[.o.'s solution](#)

26.

71A

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

Quality: 503,233 global accepts · Rating: 800 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: strings
[.o.'s solution](#)

27.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,792 global accepts · Rating: 800 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: brute force, math
[.o.'s solution](#)

28.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,454 global accepts · Rating: 800 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: *special, implementation
[.o.'s solution](#)

29.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[.o.'s solution](#)

30.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-15 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees
[.o.'s solution](#)

31.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · Python 3 (first AC) · Tags: brute force, implementation, strings
[.o.'s solution](#)

32.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · Python 3 (first AC) · Tags: implementation, math
[.o.'s solution](#)

33.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · Python 3 (first AC) · Tags: brute force, implementation, strings
[.o.'s solution](#)

34.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[.o.'s solution](#)

35.

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
[.o.'s solution](#)

36.

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
[.o.'s solution](#)

37.

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
[.o.'s solution](#)

38.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

39.

549A

[Face Detection](#) · [Tutorial](#)

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

40.

11A

[Increasing Sequence](#) · [Tutorial](#)

Quality: 15,495 global accepts · Rating: 900 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[.o.'s solution](#)

41.

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2013-12-21 · GNU C (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[.o.'s solution](#)

42.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2013-12-21 · GNU C (first AC) · Tags: constructive algorithms, greedy, sortings
[.o.'s solution](#)

43.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

44.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

45.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[.o.'s solution](#)

46.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · Python 2 (first AC) · Tags: constructive algorithms, greedy, math

[.o.'s solution](#)

47.

724A

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

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

[.o.'s solution](#)

48.

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

[.o.'s solution](#)

49.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[.o.'s solution](#)

50.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-31 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[.o.'s solution](#)

51.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,265 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

52.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

53.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[.o.'s solution](#)

54.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

55.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: sortings

[.o.'s solution](#)

56.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,416 global accepts · Rating: 1000 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: implementation, strings

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57.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,189 global accepts · Rating: 1000 · first AC: 2012-08-23 · GNU C++ (first AC) · Tags: math

[.o.'s solution](#)

58.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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59.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: implementation

[.o.'s solution](#)

60.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · PyPy 3 (first AC) · Tags: brute force, implementation

[.o.'s solution](#)

61.

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

[.o.'s solution](#)

62.

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

[.o.'s solution](#)

63.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[.o.'s solution](#)

64.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[.o.'s solution](#)

65.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[.o.'s solution](#)

66.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[.o.'s solution](#)

67.

618B

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

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[.o.'s solution](#)

68.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[.o.'s solution](#)

69.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[.o.'s solution](#)

70.

355A

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

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71.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[.o.'s solution](#)

72.

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[.o.'s solution](#)

73.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

74.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

75.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[.o.'s solution](#)

76.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

77.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,816 global accepts · Rating: 1100 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[.o.'s solution](#)

78.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[.o.'s solution](#)

79.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[.o.'s solution](#)

80.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · Kotlin 1.4 (first AC) · Tags: implementation, math

[.o.'s solution](#)

81.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[.o.'s solution](#)

82.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: brute force, implementation

[.o.'s solution](#)

83.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[.o.'s solution](#)

84.

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

[.o.'s solution](#)

85.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[.o.'s solution](#)

86.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[.o.'s solution](#)

87.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[.o.'s solution](#)

88.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

89.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[.o.'s solution](#)

90.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[.o.'s solution](#)

91.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[.o.'s solution](#)

92.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[.o.'s solution](#)

93.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

94.

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: greedy, implementation, math

[.o.'s solution](#)

95.

234A

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

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

96.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

97.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[.o.'s solution](#)

98.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-03-24 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[.o.'s solution](#)

99.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · JavaScript (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[.o.'s solution](#)

100.

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

[.o.'s solution](#)

101.

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

[.o.'s solution](#)

102.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[.o.'s solution](#)

103.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: —

[.o.'s solution](#)

104.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[.o.'s solution](#)

105.

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

[.o.'s solution](#)

106.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

107.

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

[.o.'s solution](#)

108.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[.o.'s solution](#)

109.

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
[.o.'s solution](#)

110.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: brute force, implementation
[.o.'s solution](#)

111.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees
[.o.'s solution](#)

112.

289C

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

Rating: 1300 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[.o.'s solution](#)

113.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[.o.'s solution](#)

114.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: implementation, sortings
[.o.'s solution](#)

115.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[.o.'s solution](#)

116.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[.o.'s solution](#)

117.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, strings
[.o.'s solution](#)

118.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: brute force, dp
[.o.'s solution](#)

119.

239C

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

Rating: 1300 · first AC: 2012-12-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[.o.'s solution](#)

120.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[.o.'s solution](#)

121.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: implementation, number theory
[.o.'s solution](#)

122.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp, implementation
[.o.'s solution](#)

123.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: combinatorics, implementation
[.o.'s solution](#)

124.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: *special, combinatorics
[.o.'s solution](#)

125.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-10-05 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[.o.'s solution](#)

126.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,823 global accepts · Rating: 1300 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory
[.o.'s solution](#)

127.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[.o.'s solution](#)

128.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · Python 3 (first AC) · Tags: math, number theory
[.o.'s solution](#)

129.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-15 · Kotlin 1.4 (first AC) · Tags: *special, brute force
[.o.'s solution](#)

130.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · Kotlin 1.4 (first AC) · Tags: implementation, trees
[.o.'s solution](#)

131.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · Python 3 (first AC) · Tags: implementation
[.o.'s solution](#)

132.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · JavaScript (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[.o.'s solution](#)

133.

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
[.o.'s solution](#)

134.

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
[.o.'s solution](#)

135.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation
[.o.'s solution](#)

136.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math
[.o.'s solution](#)

137.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[.o.'s solution](#)

138.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math
[.o.'s solution](#)

139.

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
[.o.'s solution](#)

140.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[.o.'s solution](#)

141.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[.o.'s solution](#)

142.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[.o.'s solution](#)

143.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[.o.'s solution](#)

144.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

145.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: greedy, sortings

[.o.'s solution](#)

146.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[.o.'s solution](#)

147.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[.o.'s solution](#)

148.

286A

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

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

[.o.'s solution](#)

149.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[.o.'s solution](#)

150.

253B

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

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[.o.'s solution](#)

151.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: math, number theory

[.o.'s solution](#)

152.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[.o.'s solution](#)

153.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: combinatorics

[.o.'s solution](#)

154.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2012-10-14 · GNU C++ (first AC) · Tags: combinatorics, math

[.o.'s solution](#)

155.

233B

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

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, brute force, math

[.o.'s solution](#)

156.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[.o.'s solution](#)

157.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[.o.'s solution](#)

158.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[.o.'s solution](#)

159.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[.o.'s solution](#)

160.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[.o.'s solution](#)

161.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[.o.'s solution](#)

162.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: brute force, geometry, implementation, math
[.o.'s solution](#)

163.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[.o.'s solution](#)

164.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[.o.'s solution](#)

165.

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
[.o.'s solution](#)

166.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —
[.o.'s solution](#)

167.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[.o.'s solution](#)

168.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings
[.o.'s solution](#)

169.

587A

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

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · MS C++ (first AC) · Tags: greedy
[.o.'s solution](#)

170.

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory
[.o.'s solution](#)

171.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory
[.o.'s solution](#)

172.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

173.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[.o.'s solution](#)

174.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[.o.'s solution](#)

175.

494A

[Treasure](#) · [Tutorial](#)

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

[.o.'s solution](#)

176.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,973 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

177.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[.o.'s solution](#)

178.

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[.o.'s solution](#)

179.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

180.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[.o.'s solution](#)

181.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[.o.'s solution](#)

182.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[.o.'s solution](#)

183.

329B

[Birdian Forest](#) · [Tutorial](#)

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

[.o.'s solution](#)

184.

329A

[Purification](#) · [Tutorial](#)

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

[.o.'s solution](#)

185.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-15 · GNU C++ (first AC) · Tags: brute force, data structures

[.o.'s solution](#)

186.

271C

[Secret](#) · [Tutorial](#)

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

[.o.'s solution](#)

187.

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[.o.'s solution](#)

188.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[.o.'s solution](#)

189.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[.o.'s solution](#)

190.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: dp, math, matrices

[.o.'s solution](#)

191.

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: brute force, dp

[.o.'s solution](#)

192.

239B

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

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: brute force, implementation

[.o.'s solution](#)

193.

205C

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

Rating: 1500 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[.o.'s solution](#)

194.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[.o.'s solution](#)

195.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · PyPy 3 (first AC) · Tags: *special, implementation, number theory

[.o.'s solution](#)

196.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[.o.'s solution](#)

197.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2019-01-28 · Python 3 (first AC) · Tags: implementation

[.o.'s solution](#)

198.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[.o.'s solution](#)

199.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, two pointers

[.o.'s solution](#)

200.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, implementation

[.o.'s solution](#)

201.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · Python 3 (first AC) · Tags: bitmasks, dp, greedy

[.o.'s solution](#)

202.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · JavaScript (first AC) · Tags: constructive algorithms

[.o.'s solution](#)

203.

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

[.o.'s solution](#)

204.

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

[.o.'s solution](#)

205.

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

[.o.'s solution](#)

206.

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
[.o.'s solution](#)

207.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math
[.o.'s solution](#)

208.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu
[.o.'s solution](#)

209.

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
[.o.'s solution](#)

210.

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
[.o.'s solution](#)

211.

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
[.o.'s solution](#)

212.

673D

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[.o.'s solution](#)

213.

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
[.o.'s solution](#)

214.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,660 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation
[.o.'s solution](#)

215.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation
[.o.'s solution](#)

216.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —
[.o.'s solution](#)

217.

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

[.o.'s solution](#)

218.

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

[.o.'s solution](#)

219.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[.o.'s solution](#)

220.

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

[.o.'s solution](#)

221.

512A

[Fox And Names](#) · [Tutorial](#)

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

[.o.'s solution](#)

222.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-31 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[.o.'s solution](#)

223.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-31 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[.o.'s solution](#)

224.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[.o.'s solution](#)

225.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

226.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[.o.'s solution](#)

227.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[.o.'s solution](#)

228.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy
[.o.'s solution](#)

229.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
[.o.'s solution](#)

230.

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: implementation, math
[.o.'s solution](#)

231.

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
[.o.'s solution](#)

232.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory
[.o.'s solution](#)

233.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[.o.'s solution](#)

234.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory
[.o.'s solution](#)

235.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[.o.'s solution](#)

236.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force
[.o.'s solution](#)

237.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation
[.o.'s solution](#)

238.

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[.o.'s solution](#)

239.

273B

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

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[.o.'s solution](#)

240.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[.o.'s solution](#)

241.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[.o.'s solution](#)

242.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[.o.'s solution](#)

243.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[.o.'s solution](#)

244.

233C

[Cycles](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[.o.'s solution](#)

245.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2012-12-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[.o.'s solution](#)

246.

250C

[Movie Critics](#) · [Tutorial](#)

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

[.o.'s solution](#)

247.

244C

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

Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[.o.'s solution](#)

248.

244B

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

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[.o.'s solution](#)

249.

151D

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

Rating: 1600 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[.o.'s solution](#)

250.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics

[.o.'s solution](#)

251.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: greedy, number theory

[.o.'s solution](#)

252.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[.o.'s solution](#)

253.

234E

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

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

254.

150B

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

Quality: 5,315 global accepts · Rating: 1600 · first AC: 2012-10-15 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[.o.'s solution](#)

255.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[.o.'s solution](#)

256.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · Python 3 (first AC) · Tags: constructive algorithms

[.o.'s solution](#)

257.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · Kotlin 1.4 (first AC) · Tags: data structures, dp, greedy, implementation

[.o.'s solution](#)

258.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory

[.o.'s solution](#)

259.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[.o.'s solution](#)

260.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · PyPy 3 (first AC) · Tags: binary search, math

[.o.'s solution](#)

261.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[.o.'s solution](#)

262.

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

[.o.'s solution](#)

263.

737A

[Road to Cinema](#) · [Tutorial](#)

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

[.o.'s solution](#)

264.

737B

[Sea Battle](#) · [Tutorial](#)

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

[.o.'s solution](#)

265.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[.o.'s solution](#)

266.

635C

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[.o.'s solution](#)

267.

635D

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

268.

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

[.o.'s solution](#)

269.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[.o.'s solution](#)

270.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

[.o.'s solution](#)

271.

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

[.o.'s solution](#)

272.

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

[.o.'s solution](#)

273.

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

[.o.'s solution](#)

274.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[.o.'s solution](#)

275.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: games, greedy, implementation, math

[.o.'s solution](#)

276.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[.o.'s solution](#)

277.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[.o.'s solution](#)

278.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[.o.'s solution](#)

279.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: implementation, math

[.o.'s solution](#)

280.

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[.o.'s solution](#)

281.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[.o.'s solution](#)

282.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · last AC: 2013-02-10 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

283.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: dp, matrices

[.o.'s solution](#)

284.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

285.

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[.o.'s solution](#)

286.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[.o.'s solution](#)

287.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[.o.'s solution](#)

288.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[.o.'s solution](#)

289.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · Python 3 (first AC) · Tags: binary search, interactive

[.o.'s solution](#)

290.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[.o.'s solution](#)

291.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · Kotlin 1.4 (first AC) · Tags: data structures, greedy, strings, trees

[.o.'s solution](#)

292.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[.o.'s solution](#)

293.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[.o.'s solution](#)

294.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[.o.'s solution](#)

295.

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

[.o.'s solution](#)

296.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[.o.'s solution](#)

297.

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

[.o.'s solution](#)

298.

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

[.o.'s solution](#)

299.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[.o.'s solution](#)

300.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[.o.'s solution](#)

301.

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

[.o.'s solution](#)

302.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[.o.'s solution](#)

303.

513G1

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

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

[.o.'s solution](#)

304.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[.o.'s solution](#)

305.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

306.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[.o.'s solution](#)

307.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2013-12-22 · GNU C++ (first AC) · Tags: dp, math, probabilities

[.o.'s solution](#)

308.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[.o.'s solution](#)

309.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[.o.'s solution](#)

310.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[.o.'s solution](#)

311.

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

[.o.'s solution](#)

312.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[.o.'s solution](#)

313.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, implementation, math

[.o.'s solution](#)

314.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

315.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

316.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[.o.'s solution](#)

317.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[.o.'s solution](#)

318.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[.o.'s solution](#)

319.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[.o.'s solution](#)

320.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[.o.'s solution](#)

321.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · Kotlin 1.4 (first AC) · Tags: bitmasks, dp, greedy

[.o.'s solution](#)

322.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · JavaScript (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[.o.'s solution](#)

323.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[.o.'s solution](#)

324.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[.o.'s solution](#)

325.

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
[.o.'s solution](#)

326.

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
[.o.'s solution](#)

327.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[.o.'s solution](#)

328.

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[.o.'s solution](#)

329.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[.o.'s solution](#)

330.

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
[.o.'s solution](#)

331.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[.o.'s solution](#)

332.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu
[.o.'s solution](#)

333.

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
[.o.'s solution](#)

334.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · MS C++ (first AC) · Tags: greedy, implementation
[.o.'s solution](#)

335.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · last AC: 2015-01-20 · GNU C++ (first AC) · Tags: binary search, greedy, two

pointers

[.o.'s solution](#)

336.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

337.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-31 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[.o.'s solution](#)

338.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[.o.'s solution](#)

339.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[.o.'s solution](#)

340.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[.o.'s solution](#)

341.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[.o.'s solution](#)

342.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[.o.'s solution](#)

343.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[.o.'s solution](#)

344.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy

[.o.'s solution](#)

345.

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

[.o.'s solution](#)

346.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-05-27 · GNU C++ (first AC) · Tags: data structures

[.o.'s solution](#)

347.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2012-12-28 · last AC: 2012-12-28 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[.o.'s solution](#)

348.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-12-28 · last AC: 2012-12-28 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[.o.'s solution](#)

349.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-10-29 · GNU C++ (first AC) · Tags: combinatorics, dp

[.o.'s solution](#)

350.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[.o.'s solution](#)

351.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics, math

[.o.'s solution](#)

352.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[.o.'s solution](#)

353.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[.o.'s solution](#)

354.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[.o.'s solution](#)

355.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[.o.'s solution](#)

356.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[.o.'s solution](#)

357.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[.o.'s solution](#)

358.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · Python 3 (first AC) · Tags: math

[.o.'s solution](#)

359.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · Python 3 (first AC) · Tags: brute force, interactive, probabilities

[.o.'s solution](#)

360.

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

[.o.'s solution](#)

361.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[.o.'s solution](#)

362.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[.o.'s solution](#)

363.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[.o.'s solution](#)

364.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[.o.'s solution](#)

365.

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

[.o.'s solution](#)

366.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[.o.'s solution](#)

367.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[.o.'s solution](#)

368.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[.o.'s solution](#)

369.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: brute force, greedy, math
[.o.'s solution](#)

370.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · last AC: 2015-02-19 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
[.o.'s solution](#)

371.

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
[.o.'s solution](#)

372.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math
[.o.'s solution](#)

373.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · MS C++ (first AC) · Tags: dp, strings
[.o.'s solution](#)

374.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry
[.o.'s solution](#)

375.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[.o.'s solution](#)

376.

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
[.o.'s solution](#)

377.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[.o.'s solution](#)

378.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings
[.o.'s solution](#)

379.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math
[.o.'s solution](#)

380.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · last AC: 2013-06-16 · GNU C++ (first AC) · Tags: binary search, math, two pointers
[.o.'s solution](#)

381.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp
[.o.'s solution](#)

382.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings
[.o.'s solution](#)

383.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: dp, math
[.o.'s solution](#)

384.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp
[.o.'s solution](#)

385.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · last AC: 2012-12-29 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math
[.o.'s solution](#)

386.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-10-26 · GNU C++ (first AC) · Tags: combinatorics, dp
[.o.'s solution](#)

387.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2012-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp
[.o.'s solution](#)

388.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[.o.'s solution](#)

389.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[.o.'s solution](#)

390.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[.o.'s solution](#)

391.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[.o.'s solution](#)

392.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[.o.'s solution](#)

393.

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

[.o.'s solution](#)

394.

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

[.o.'s solution](#)

395.

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

[.o.'s solution](#)

396.

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

[.o.'s solution](#)

397.

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

[.o.'s solution](#)

398.

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

[.o.'s solution](#)

399.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: dp

[.o.'s solution](#)

400.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers
[.o.'s solution](#)

401.

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

[.o.'s solution](#)

402.

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

[.o.'s solution](#)

403.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · MS C++ (first AC) · Tags: binary search, math

[.o.'s solution](#)

404.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp

[.o.'s solution](#)

405.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[.o.'s solution](#)

406.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,591 global accepts · Rating: 2100 · first AC: 2013-06-23 · last AC: 2014-01-02 · GNU C++ (first AC) · Tags: dp, geometry

[.o.'s solution](#)

407.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[.o.'s solution](#)

408.

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

[.o.'s solution](#)

409.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[.o.'s solution](#)

410.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[.o.'s solution](#)

411.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2013-06-28 · last AC: 2013-07-09 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[.o.'s solution](#)

412.

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

[.o.'s solution](#)

413.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-12-20 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[.o.'s solution](#)

414.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2012-10-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[.o.'s solution](#)

415.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[.o.'s solution](#)

416.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[.o.'s solution](#)

417.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[.o.'s solution](#)

418.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[.o.'s solution](#)

419.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[.o.'s solution](#)

420.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[.o.'s solution](#)

421.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, dp

[.o.'s solution](#)

422.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[.o.'s solution](#)

423.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[.o.'s solution](#)

424.

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

[.o.'s solution](#)

425.

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

[.o.'s solution](#)

426.

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

[.o.'s solution](#)

427.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: dp, sortings

[.o.'s solution](#)

428.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[.o.'s solution](#)

429.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[.o.'s solution](#)

430.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

431.

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

[.o.'s solution](#)

432.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

433.

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

[.o.'s solution](#)

434.

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

[.o.'s solution](#)

435.

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

[.o.'s solution](#)

436.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: hashing, string suffix structures, strings

[.o.'s solution](#)

437.

509D

[Restoring Numbers](#) · [Tutorial](#)

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[.o.'s solution](#)

438.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[.o.'s solution](#)

439.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[.o.'s solution](#)

440.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[.o.'s solution](#)

441.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[.o.'s solution](#)

442.

354E

[Lucky Number Representation](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[.o.'s solution](#)

443.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

444.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: greedy, math

[.o.'s solution](#)

445.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: implementation

[.o.'s solution](#)

446.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[.o.'s solution](#)

447.

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

[.o.'s solution](#)

448.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[.o.'s solution](#)

449.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[.o.'s solution](#)

450.

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

[.o.'s solution](#)

451.

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

[.o.'s solution](#)

452.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[.o.'s solution](#)

453.

624D

[Array GCD](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[.o.'s solution](#)

454.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees
[.o.'s solution](#)

455.

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
[.o.'s solution](#)

456.

549B

[Lookery 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
[.o.'s solution](#)

457.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures
[.o.'s solution](#)

458.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings
[.o.'s solution](#)

459.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-31 · MS C++ (first AC) · Tags: data structures, dp, dsu
[.o.'s solution](#)

460.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[.o.'s solution](#)

461.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[.o.'s solution](#)

462.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp
[.o.'s solution](#)

463.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: data structures, math
[.o.'s solution](#)

464.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-16 · GNU C++ (first AC) · Tags: data structures, math

[.o.'s solution](#)

465.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[.o.'s solution](#)

466.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[.o.'s solution](#)

467.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[.o.'s solution](#)

468.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[.o.'s solution](#)

469.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[.o.'s solution](#)

470.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[.o.'s solution](#)

471.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[.o.'s solution](#)

472.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[.o.'s solution](#)

473.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[.o.'s solution](#)

474.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[.o.'s solution](#)

475.

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

[.o.'s solution](#)

476.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[.o.'s solution](#)

477.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[.o.'s solution](#)

478.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[.o.'s solution](#)

479.

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

[.o.'s solution](#)

480.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[.o.'s solution](#)

481.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[.o.'s solution](#)

482.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: hashing, string suffix structures, strings

[.o.'s solution](#)

483.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[.o.'s solution](#)

484.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[.o.'s solution](#)

485.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[.o.'s solution](#)

486.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: data structures, dp, number theory

[.o.'s solution](#)

487.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory

[.o.'s solution](#)

488.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[.o.'s solution](#)

489.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-12-11 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[.o.'s solution](#)

490.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[.o.'s solution](#)

491.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp, math, number theory

[.o.'s solution](#)

492.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-10-01 · last AC: 2013-01-29 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[.o.'s solution](#)

493.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[.o.'s solution](#)

494.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[.o.'s solution](#)

495.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[.o.'s solution](#)

496.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[.o.'s solution](#)

497.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[.o.'s solution](#)

498.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[.o.'s solution](#)

499.

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[.o.'s solution](#)

500.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[.o.'s solution](#)

501.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[.o.'s solution](#)

502.

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

[.o.'s solution](#)

503.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[.o.'s solution](#)

504.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[.o.'s solution](#)

505.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · last AC: 2016-09-15 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[.o.'s solution](#)

506.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[.o.'s solution](#)

507.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[.o.'s solution](#)

508.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[.o.'s solution](#)

509.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry

[.o.'s solution](#)

510.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2015-02-27 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[.o.'s solution](#)

511.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[.o.'s solution](#)

512.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[.o.'s solution](#)

513.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2013-10-04 · last AC: 2013-10-06 · GNU C++ (first AC) · Tags: dp, matrices

[.o.'s solution](#)

514.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures

[.o.'s solution](#)

515.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[.o.'s solution](#)

516.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[.o.'s solution](#)

517.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[.o.'s solution](#)

518.

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

[.o.'s solution](#)

519.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[.o.'s solution](#)

520.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[.o.'s solution](#)

521.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, greedy

[.o.'s solution](#)

522.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: implementation, math

[.o.'s solution](#)

523.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · last AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp

[.o.'s solution](#)

524.

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

[.o.'s solution](#)

525.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2013-07-08 · last AC: 2013-07-08 · GNU C++ (first AC) · Tags: greedy

[.o.'s solution](#)

526.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[.o.'s solution](#)

527.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[.o.'s solution](#)

528.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[.o.'s solution](#)

529.

575A

[Fibonacci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[.o.'s solution](#)

530.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · last AC: 2015-02-13 · GNU C++0x (first AC) · Tags: dp
[.o.'s solution](#)

531.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-31 · last AC: 2014-12-31 · MS C++ (first AC) · Tags: divide and conquer, dp
[.o.'s solution](#)

532.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: data structures
[.o.'s solution](#)

533.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[.o.'s solution](#)

534.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[.o.'s solution](#)

535.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[.o.'s solution](#)

536.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp, geometry
[.o.'s solution](#)

537.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math
[.o.'s solution](#)

538.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2016-02-14 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: data structures, dp
[.o.'s solution](#)

539.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp,

graphs, sortings, trees

[.o.'s solution](#)

540.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: greedy

[.o.'s solution](#)

541.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

542.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[.o.'s solution](#)

543.

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp, implementation, math

[.o.'s solution](#)

544.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

545.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[.o.'s solution](#)

546.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: —

[.o.'s solution](#)

547.

730L

[Expression Queries](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 3200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures

[.o.'s solution](#)

548.

104670I

[Intact Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[.o.'s solution](#)

549.

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

550.

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

551.

104670D

[Deceptive Directions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

552.

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

553.

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[.o.'s solution](#)

554.

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: —

[.o.'s solution](#)

555.

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: —

[.o.'s solution](#)

556.

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · PyPy 3-64 (first AC) · Tags: —

[.o.'s solution](#)

557.

100085F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

558.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

559.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

560.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

561.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

562.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

563.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

564.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

565.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

566.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

567.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

568.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

569.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

570.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

571.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

572.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

573.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

574.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

575.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

576.

100451D

[Olympic Games in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

577.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

578.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

579.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

580.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

581.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

582.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

583.

101237E

[Another Short Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

584.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

585.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

586.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

587.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

588.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

589.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

590.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

591.

101615I

[Long Long Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

592.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · PyPy 3 (first AC) · Tags: —

[.o.'s solution](#)

593.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

594.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

595.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

596.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

597.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

598.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

599.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

600.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-18 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

601.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

602.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

603.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

604.

101964K

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

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

605.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

606.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

607.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

608.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

609.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

610.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

611.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

612.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

613.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

614.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

615.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

616.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

617.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

618.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: —

[.o.'s solution](#)

619.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: —

[.o.'s solution](#)

620.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

621.

101669L

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

622.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

623.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

624.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

625.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

626.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

627.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

628.

102028H

[Can You Solve the Harder Problem? · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

629.

102028B

[Ultraman vs. Aodzilla and Bodzilla · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

630.

102028J

[Carpets Removal · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

631.

102028D

[Keiichi Tsuchiya the Drift King · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

632.

102028E

[Resistors in Parallel · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

633.

102028I

[Distance · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

634.

102028F

[Honeycomb · Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

635.

102028A

[Xu Xiake in Henan Province · Tutorial](#)

Rating: — · first AC: 2019-01-08 · Python 3 (first AC) · Tags: —

[.o.'s solution](#)

636.

101612G

[Grand Test · Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

637.

101612H

[Hidden Supervisors · Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

638.

101612E

[Equal Numbers · Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

639.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

640.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

641.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

642.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

643.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

644.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

645.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

646.

101933F

[Firing the Phaser](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

647.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

648.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

649.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

650.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

651.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

652.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

653.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

654.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

655.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

656.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

657.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

658.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

659.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

660.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

661.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

662.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[.o.'s solution](#)

663.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

664.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

665.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

666.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

667.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[.o.'s solution](#)

668.

101741A

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