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Unique solved — 248926

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

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

Filters: none

Count: 192

- 1.**
932A
[Palindromic Supersequence](#) · [Tutorial](#)
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: [constructive algorithms](#)
[248926's solution](#)
- 2.**
855A
[Tom Riddle's Diary](#) · [Tutorial](#)
Quality: 27,347 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[248926's solution](#)
- 3.**
794A
[Bank Robbery](#) · [Tutorial](#)
Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)
[248926's solution](#)
- 4.**
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](#)
[248926's solution](#)
- 5.**
747A
[Display Size](#) · [Tutorial](#)
Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: [brute force](#), [math](#)
[248926's solution](#)
- 6.**
732A
[Buy a Shovel](#) · [Tutorial](#)
Quality: 88,833 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: [brute force](#), [constructive algorithms](#), [implementation](#), [math](#)
[248926's solution](#)
- 7.**
868A
[Bark to Unlock](#) · [Tutorial](#)
Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[248926's solution](#)
- 8.**
808A
[Lucky Year](#) · [Tutorial](#)
Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: [implementation](#)
[248926's solution](#)
- 9.**
776A
[A Serial Killer](#) · [Tutorial](#)
Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)
[248926's solution](#)

10.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math
[248926's solution](#)

11.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings
[248926's solution](#)

12.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[248926's solution](#)

13.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation
[248926's solution](#)

14.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation
[248926's solution](#)

15.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: dp, greedy
[248926's solution](#)

16.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math
[248926's solution](#)

17.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[248926's solution](#)

18.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[248926's solution](#)

19.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math
[248926's solution](#)

20.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[248926's solution](#)

21.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[248926's solution](#)

22.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force
[248926's solution](#)

23.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math
[248926's solution](#)

24.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math
[248926's solution](#)

25.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[248926's solution](#)

26.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math
[248926's solution](#)

27.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[248926's solution](#)

28.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings
[248926's solution](#)

29.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar
[248926's solution](#)

30.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation
[248926's solution](#)

31.

871A

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory
[248926's solution](#)

32.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[248926's solution](#)

33.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[248926's solution](#)

34.

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

[248926's solution](#)

35.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[248926's solution](#)

36.

722A

[Broken Clock](#) · [Tutorial](#)

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

[248926's solution](#)

37.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: math, number theory

[248926's solution](#)

38.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math

[248926's solution](#)

39.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[248926's solution](#)

40.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation

[248926's solution](#)

41.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[248926's solution](#)

42.

799B

[T-shirt buying](#) · [Tutorial](#)

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

[248926's solution](#)

43.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math
[248926's solution](#)

44.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[248926's solution](#)

45.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[248926's solution](#)

46.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings
[248926's solution](#)

47.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[248926's solution](#)

48.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: brute force, dp, greedy, math, number theory
[248926's solution](#)

49.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers
[248926's solution](#)

50.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[248926's solution](#)

51.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[248926's solution](#)

52.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: greedy, implementation
[248926's solution](#)

53.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: data structures, implementation
[248926's solution](#)

54.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math
[248926's solution](#)

55.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[248926's solution](#)

56.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[248926's solution](#)

57.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[248926's solution](#)

58.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[248926's solution](#)

59.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[248926's solution](#)

60.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[248926's solution](#)

61.

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
[248926's solution](#)

62.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing
[248926's solution](#)

63.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: data structures, dsu
[248926's solution](#)

64.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings
[248926's solution](#)

65.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[248926's solution](#)

66.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[248926's solution](#)

67.

718A

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

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

[248926's solution](#)

68.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[248926's solution](#)

69.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: binary search, two pointers

[248926's solution](#)

70.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[248926's solution](#)

71.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[248926's solution](#)

72.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[248926's solution](#)

73.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[248926's solution](#)

74.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[248926's solution](#)

75.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[248926's solution](#)

76.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-26 · Python 3 (first AC) · Tags: constructive algorithms, math

[248926's solution](#)

77.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[248926's solution](#)

78.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[248926's solution](#)

79.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[248926's solution](#)

80.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-17 · last AC: 2017-10-06 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[248926's solution](#)

81.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[248926's solution](#)

82.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[248926's solution](#)

83.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[248926's solution](#)

84.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[248926's solution](#)

85.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: dp

[248926's solution](#)

86.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: hashing, strings

[248926's solution](#)

87.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[248926's solution](#)

88.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: dp, trees

[248926's solution](#)

89.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: dp

[248926's solution](#)

90.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[248926's solution](#)

91.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: dfs and similar, dp

[248926's solution](#)

92.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2016-09-21 · last AC: 2016-09-21 · GNU C++ (first AC) · Tags: dp, games

[248926's solution](#)

93.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[248926's solution](#)

94.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory

[248926's solution](#)

95.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[248926's solution](#)

96.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle
[248926's solution](#)

97.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory
[248926's solution](#)

98.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: greedy, sortings
[248926's solution](#)

99.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings
[248926's solution](#)

100.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[248926's solution](#)

101.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: binary search, dp, trees
[248926's solution](#)

102.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[248926's solution](#)

103.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[248926's solution](#)

104.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: bitmasks, dp
[248926's solution](#)

105.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: greedy
[248926's solution](#)

106.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-05 · last AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[248926's solution](#)

107.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[248926's solution](#)

108.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[248926's solution](#)

109.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[248926's solution](#)

110.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[248926's solution](#)

111.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[248926's solution](#)

112.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[248926's solution](#)

113.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[248926's solution](#)

114.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[248926's solution](#)

115.

365E

[Beautiful Set](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: brute force, number theory

[248926's solution](#)

116.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[248926's solution](#)

117.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[248926's solution](#)

118.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: dp, strings

[248926's solution](#)

119.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[248926's solution](#)

120.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[248926's solution](#)

121.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: data structures, hashing, string suffix structures, strings

[248926's solution](#)

122.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, implementation

[248926's solution](#)

123.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: data structures, math, matrices

[248926's solution](#)

124.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[248926's solution](#)

125.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[248926's solution](#)

126.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2018-03-02 · GNU C++ (first AC) · Tags: dp

[248926's solution](#)

127.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[248926's solution](#)

128.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2017-10-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[248926's solution](#)

129.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[248926's solution](#)

130.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: brute force, dp, trees

[248926's solution](#)

131.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[248926's solution](#)

132.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[248926's solution](#)

133.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-11-10 · GNU C++11 (first AC) · Tags: dp

[248926's solution](#)

134.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[248926's solution](#)

135.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: data structures, dp

[248926's solution](#)

136.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dsu

[248926's solution](#)

137.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[248926's solution](#)

138.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[248926's solution](#)

139.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: trees

[248926's solution](#)

140.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: dp, two pointers

[248926's solution](#)

141.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[248926's solution](#)

142.

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

[248926's solution](#)

143.

799E

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

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[248926's solution](#)

144.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[248926's solution](#)

145.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[248926's solution](#)

146.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: dp, math

[248926's solution](#)

147.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: bitmasks, dp

[248926's solution](#)

148.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: binary search, graphs, matrices

[248926's solution](#)

149.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: dp, math, matrices

[248926's solution](#)

150.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[248926's solution](#)

151.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: fft

[248926's solution](#)

152.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[248926's solution](#)

153.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[248926's solution](#)

154.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[248926's solution](#)

155.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2017-08-28 · GNU C++11 (first AC) · Tags: data structures

[248926's solution](#)

156.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[248926's solution](#)

157.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[248926's solution](#)

158.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[248926's solution](#)

159.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[248926's solution](#)

160.

54E

[Vacuum B AEV æW](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2018-03-03 · GNU C++ (first AC) · Tags: geometry

[248926's solution](#)

161.

871D

[Paths](#) · [Tutorial](#)

Quality: 2700 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: number theory, sortings

[248926's solution](#)

162.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[248926's solution](#)

163.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[248926's solution](#)

164.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[248926's solution](#)

165.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[248926's solution](#)

166.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-12-26 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[248926's solution](#)

167.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: dp, probabilities

[248926's solution](#)

168.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, trees

[248926's solution](#)

169.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[248926's solution](#)

170.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: bitmasks

[248926's solution](#)

171.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[248926's solution](#)

172.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dp

[248926's solution](#)

173.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2022-12-19 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[248926's solution](#)

174.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[248926's solution](#)

175.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2017-09-09 · GNU C++ (first AC) · Tags: data structures, dp

[248926's solution](#)

176.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[248926's solution](#)

177.

947E

[Perpetual Subtraction](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: fft, math, matrices

[248926's solution](#)

178.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: binary search, data structures

[248926's solution](#)

179.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[248926's solution](#)

180.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2017-07-09 · last AC: 2017-07-09 · GNU C++ (first AC) · Tags: dp, fft, graphs, math, probabilities

[248926's solution](#)

181.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · Python 3 (first AC) · Tags: —

[248926's solution](#)

182.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

183.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

184.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

185.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

186.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

187.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

188.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

189.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

190.

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

191.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)

192.

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —
[248926's solution](#)