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Unique solved — AcidWrongGod

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

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

Filters: none

Count: 1,006

1.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[AcidWrongGod's solution](#)

2.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,262 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

3.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AcidWrongGod's solution](#)

4.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AcidWrongGod's solution](#)

5.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

6.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AcidWrongGod's solution](#)

7.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

8.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[AcidWrongGod's solution](#)

9.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

10.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

11.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

12.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AcidWrongGod's solution](#)

13.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

14.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,712 global accepts · Rating: 800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

15.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[AcidWrongGod's solution](#)

16.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[AcidWrongGod's solution](#)

17.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

18.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

19.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

20.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AcidWrongGod's solution](#)

21.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AcidWrongGod's solution](#)

22.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AcidWrongGod's solution](#)

23.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AcidWrongGod's solution](#)

24.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[AcidWrongGod's solution](#)

25.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

26.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

27.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[AcidWrongGod's solution](#)

28.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AcidWrongGod's solution](#)

29.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[AcidWrongGod's solution](#)

30.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,878 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AcidWrongGod's solution](#)

31.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

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32.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

33.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

34.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[AcidWrongGod's solution](#)

35.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[AcidWrongGod's solution](#)

36.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AcidWrongGod's solution](#)

37.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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38.

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,850 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

39.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[AcidWrongGod's solution](#)

40.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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41.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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42.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AcidWrongGod's solution](#)

43.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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44.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[AcidWrongGod's solution](#)

45.

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

46.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
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47.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[AcidWrongGod's solution](#)

48.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AcidWrongGod's solution](#)

49.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[AcidWrongGod's solution](#)

50.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[AcidWrongGod's solution](#)

51.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[AcidWrongGod's solution](#)

52.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[AcidWrongGod's solution](#)

53.

1097A

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

Quality: 43,809 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

54.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

55.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AcidWrongGod's solution](#)

56.

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

57.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

58.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

59.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

60.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AcidWrongGod's solution](#)

61.

266B

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

Quality: 166,086 global accepts · Rating: 800 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[AcidWrongGod's solution](#)

62.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AcidWrongGod's solution](#)

63.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AcidWrongGod's solution](#)

64.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

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65.

837A

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Quality: 10,090 global accepts · Rating: 800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

66.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

67.

888A

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Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

68.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[AcidWrongGod's solution](#)

69.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

70.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[AcidWrongGod's solution](#)

71.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[AcidWrongGod's solution](#)

72.

932A

[Palindromic Supersequence](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AcidWrongGod's solution](#)

73.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

74.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

75.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

76.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-09-26 · MS C++ (first AC) · Tags: math

[AcidWrongGod's solution](#)

77.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[AcidWrongGod's solution](#)

78.

831B

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Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

79.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[AcidWrongGod's solution](#)

80.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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81.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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82.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

83.

100944B

[B > C > D > B Cä;](#)

Rating: 800 · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —

[AcidWrongGod's solution](#)

84.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

85.

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

86.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: *special, implementation

[AcidWrongGod's solution](#)

87.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings

[AcidWrongGod's solution](#)

88.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,878 global accepts · Rating: 800 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

89.

2140B

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

Quality: 22,135 global accepts · Rating: 900 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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90.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

91.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

92.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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93.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-27 · last AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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94.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,679 global accepts · Rating: 900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: games

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95.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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96.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

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97.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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98.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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99.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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100.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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101.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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102.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[AcidWrongGod's solution](#)

103.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-10 · last AC: 2019-10-10 · Clang++17 Diagnostics (first AC) · Tags: math, number theory

[AcidWrongGod's solution](#)

104.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

105.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AcidWrongGod's solution](#)

106.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AcidWrongGod's solution](#)

107.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[AcidWrongGod's solution](#)

108.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AcidWrongGod's solution](#)

109.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

110.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

111.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

112.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

113.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

114.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

115.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

116.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2017-06-16 · last AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

117.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[AcidWrongGod's solution](#)

118.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

119.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

120.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,963 global accepts · Rating: 900 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

121.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

122.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

123.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AcidWrongGod's solution](#)

124.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[AcidWrongGod's solution](#)

125.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AcidWrongGod's solution](#)

126.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[AcidWrongGod's solution](#)

127.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[AcidWrongGod's solution](#)

128.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[AcidWrongGod's solution](#)

129.

1405B

[Array Cancellation](#) · [Tutorial](#)

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[AcidWrongGod's solution](#)

130.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[AcidWrongGod's solution](#)

131.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[AcidWrongGod's solution](#)

132.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

133.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[AcidWrongGod's solution](#)

134.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[AcidWrongGod's solution](#)

135.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[AcidWrongGod's solution](#)

136.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[AcidWrongGod's solution](#)

137.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

138.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AcidWrongGod's solution](#)

139.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AcidWrongGod's solution](#)

140.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AcidWrongGod's solution](#)

141.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AcidWrongGod's solution](#)

142.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

143.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

144.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

145.

1073A

[Diverse Substring](#) · [Tutorial](#)

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

146.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

147.

1027A

[Palindromic Twist](#) · [Tutorial](#)

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

148.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[AcidWrongGod's solution](#)

149.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

150.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

151.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AcidWrongGod's solution](#)

152.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

153.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

154.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AcidWrongGod's solution](#)

155.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

156.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AcidWrongGod's solution](#)

157.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

158.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[AcidWrongGod's solution](#)

159.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[AcidWrongGod's solution](#)

160.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

161.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: implementation
[AcidWrongGod's solution](#)

162.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AcidWrongGod's solution](#)

163.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[AcidWrongGod's solution](#)

164.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[AcidWrongGod's solution](#)

165.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AcidWrongGod's solution](#)

166.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[AcidWrongGod's solution](#)

167.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

168.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[AcidWrongGod's solution](#)

169.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

170.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[AcidWrongGod's solution](#)

171.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AcidWrongGod's solution](#)

172.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

173.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

174.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[AcidWrongGod's solution](#)

175.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[AcidWrongGod's solution](#)

176.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[AcidWrongGod's solution](#)

177.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

178.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

179.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

180.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

181.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AcidWrongGod's solution](#)

182.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

183.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[AcidWrongGod's solution](#)

184.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AcidWrongGod's solution](#)

185.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[AcidWrongGod's solution](#)

186.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

187.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

188.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

189.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AcidWrongGod's solution](#)

190.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

191.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

192.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AcidWrongGod's solution](#)

193.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[AcidWrongGod's solution](#)

194.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[AcidWrongGod's solution](#)

195.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[AcidWrongGod's solution](#)

196.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[AcidWrongGod's solution](#)

197.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: greedy, sortings
[AcidWrongGod's solution](#)

198.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: implementation, math
[AcidWrongGod's solution](#)

199.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, greedy
[AcidWrongGod's solution](#)

200.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: math
[AcidWrongGod's solution](#)

201.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[AcidWrongGod's solution](#)

202.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[AcidWrongGod's solution](#)

203.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

204.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AcidWrongGod's solution](#)

205.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

206.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

207.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[AcidWrongGod's solution](#)

208.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[AcidWrongGod's solution](#)

209.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

210.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[AcidWrongGod's solution](#)

211.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

212.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

213.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[AcidWrongGod's solution](#)

214.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[AcidWrongGod's solution](#)

215.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AcidWrongGod's solution](#)

216.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AcidWrongGod's solution](#)

217.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

218.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

219.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AcidWrongGod's solution](#)

220.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[AcidWrongGod's solution](#)

221.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[AcidWrongGod's solution](#)

222.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

223.

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[AcidWrongGod's solution](#)

224.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[AcidWrongGod's solution](#)

225.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

226.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AcidWrongGod's solution](#)

227.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

228.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

229.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

230.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AcidWrongGod's solution](#)

231.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

232.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

233.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[AcidWrongGod's solution](#)

234.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

235.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[AcidWrongGod's solution](#)

236.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

237.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[AcidWrongGod's solution](#)

238.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

239.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

240.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

241.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AcidWrongGod's solution](#)

242.

709C

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

Rating: 1200 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[AcidWrongGod's solution](#)

243.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

244.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

245.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AcidWrongGod's solution](#)

246.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[AcidWrongGod's solution](#)

247.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AcidWrongGod's solution](#)

248.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

249.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

250.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[AcidWrongGod's solution](#)

251.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,349 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[AcidWrongGod's solution](#)

252.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[AcidWrongGod's solution](#)

253.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[AcidWrongGod's solution](#)

254.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[AcidWrongGod's solution](#)

255.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[AcidWrongGod's solution](#)

256.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

257.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[AcidWrongGod's solution](#)

258.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[AcidWrongGod's solution](#)

259.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[AcidWrongGod's solution](#)

260.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AcidWrongGod's solution](#)

261.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AcidWrongGod's solution](#)

262.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AcidWrongGod's solution](#)

263.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[AcidWrongGod's solution](#)

264.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[AcidWrongGod's solution](#)

265.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AcidWrongGod's solution](#)

266.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AcidWrongGod's solution](#)

267.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

268.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

269.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

270.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[AcidWrongGod's solution](#)

271.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

272.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

273.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

274.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[AcidWrongGod's solution](#)

275.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

276.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AcidWrongGod's solution](#)

277.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AcidWrongGod's solution](#)

278.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

279.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[AcidWrongGod's solution](#)

280.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

281.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[AcidWrongGod's solution](#)

282.

872C

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

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[AcidWrongGod's solution](#)

283.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AcidWrongGod's solution](#)

284.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

285.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[AcidWrongGod's solution](#)

286.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

287.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

288.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[AcidWrongGod's solution](#)

289.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

290.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[AcidWrongGod's solution](#)

291.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: *special, implementation, math

[AcidWrongGod's solution](#)

292.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[AcidWrongGod's solution](#)

293.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[AcidWrongGod's solution](#)

294.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

295.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AcidWrongGod's solution](#)

296.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[AcidWrongGod's solution](#)

297.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AcidWrongGod's solution](#)

298.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AcidWrongGod's solution](#)

299.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AcidWrongGod's solution](#)

300.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers
[AcidWrongGod's solution](#)

301.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AcidWrongGod's solution](#)

302.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[AcidWrongGod's solution](#)

303.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[AcidWrongGod's solution](#)

304.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[AcidWrongGod's solution](#)

305.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[AcidWrongGod's solution](#)

306.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[AcidWrongGod's solution](#)

307.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[AcidWrongGod's solution](#)

308.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AcidWrongGod's solution](#)

309.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[AcidWrongGod's solution](#)

310.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[AcidWrongGod's solution](#)

311.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AcidWrongGod's solution](#)

312.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[AcidWrongGod's solution](#)

313.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AcidWrongGod's solution](#)

314.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AcidWrongGod's solution](#)

315.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[AcidWrongGod's solution](#)

316.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AcidWrongGod's solution](#)

317.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[AcidWrongGod's solution](#)

318.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[AcidWrongGod's solution](#)

319.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AcidWrongGod's solution](#)

320.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AcidWrongGod's solution](#)

321.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[AcidWrongGod's solution](#)

322.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[AcidWrongGod's solution](#)

323.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AcidWrongGod's solution](#)

324.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

325.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AcidWrongGod's solution](#)

326.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[AcidWrongGod's solution](#)

327.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: *special, implementation

[AcidWrongGod's solution](#)

328.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[AcidWrongGod's solution](#)

329.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AcidWrongGod's solution](#)

330.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

331.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[AcidWrongGod's solution](#)

332.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[AcidWrongGod's solution](#)

333.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[AcidWrongGod's solution](#)

334.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings
[AcidWrongGod's solution](#)

335.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[AcidWrongGod's solution](#)

336.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[AcidWrongGod's solution](#)

337.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[AcidWrongGod's solution](#)

338.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[AcidWrongGod's solution](#)

339.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[AcidWrongGod's solution](#)

340.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[AcidWrongGod's solution](#)

341.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[AcidWrongGod's solution](#)

342.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[AcidWrongGod's solution](#)

343.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[AcidWrongGod's solution](#)

344.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[AcidWrongGod's solution](#)

345.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AcidWrongGod's solution](#)

346.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

347.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AcidWrongGod's solution](#)

348.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AcidWrongGod's solution](#)

349.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[AcidWrongGod's solution](#)

350.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

351.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

352.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AcidWrongGod's solution](#)

353.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AcidWrongGod's solution](#)

354.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

355.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[AcidWrongGod's solution](#)

356.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

357.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

358.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

359.

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

[AcidWrongGod's solution](#)

360.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AcidWrongGod's solution](#)

361.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[AcidWrongGod's solution](#)

362.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

363.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

364.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

365.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[AcidWrongGod's solution](#)

366.

873B

[Balanced Substring](#) · [Tutorial](#)

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[AcidWrongGod's solution](#)

367.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AcidWrongGod's solution](#)

368.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[AcidWrongGod's solution](#)

369.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[AcidWrongGod's solution](#)

370.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[AcidWrongGod's solution](#)

371.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

372.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[AcidWrongGod's solution](#)

373.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

374.

553A

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

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

375.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dp

[AcidWrongGod's solution](#)

376.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[AcidWrongGod's solution](#)

377.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[AcidWrongGod's solution](#)

378.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[AcidWrongGod's solution](#)

379.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AcidWrongGod's solution](#)

380.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[AcidWrongGod's solution](#)

381.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[AcidWrongGod's solution](#)

382.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[AcidWrongGod's solution](#)

383.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[AcidWrongGod's solution](#)

384.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

385.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

386.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AcidWrongGod's solution](#)

387.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[AcidWrongGod's solution](#)

388.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[AcidWrongGod's solution](#)

389.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

390.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[AcidWrongGod's solution](#)

391.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: trees

[AcidWrongGod's solution](#)

392.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[AcidWrongGod's solution](#)

393.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AcidWrongGod's solution](#)

394.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AcidWrongGod's solution](#)

395.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

396.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

397.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AcidWrongGod's solution](#)

398.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[AcidWrongGod's solution](#)

399.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AcidWrongGod's solution](#)

400.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AcidWrongGod's solution](#)

401.

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

402.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

403.

1196D2

[RGB Substring \(hard version\) · Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[AcidWrongGod's solution](#)

404.

1098A

[Sum in the tree · Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AcidWrongGod's solution](#)

405.

730G

[Car Repair Shop · Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

406.

1028C

[Rectangles · Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[AcidWrongGod's solution](#)

407.

1025B

[Weakened Common Divisor · Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[AcidWrongGod's solution](#)

408.

1025C

[Plasticine zebra · Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

409.

1027C

[Minimum Value Rectangle · Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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410.

993A

[Two Squares · Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[AcidWrongGod's solution](#)

411.

992C

[Nastya and a Wardrobe · Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

412.

992B

[Nastya Studies Informatics · Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AcidWrongGod's solution](#)

413.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AcidWrongGod's solution](#)

414.

967C

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

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[AcidWrongGod's solution](#)

415.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

416.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[AcidWrongGod's solution](#)

417.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

418.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[AcidWrongGod's solution](#)

419.

923B

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Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[AcidWrongGod's solution](#)

420.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AcidWrongGod's solution](#)

421.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[AcidWrongGod's solution](#)

422.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[AcidWrongGod's solution](#)

423.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AcidWrongGod's solution](#)

424.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

425.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[AcidWrongGod's solution](#)

426.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AcidWrongGod's solution](#)

427.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[AcidWrongGod's solution](#)

428.

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-05 · FPC (first AC) · Tags: *special, implementation, strings

[AcidWrongGod's solution](#)

429.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[AcidWrongGod's solution](#)

430.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AcidWrongGod's solution](#)

431.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AcidWrongGod's solution](#)

432.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[AcidWrongGod's solution](#)

433.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[AcidWrongGod's solution](#)

434.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[AcidWrongGod's solution](#)

435.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[AcidWrongGod's solution](#)

436.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[AcidWrongGod's solution](#)

437.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[AcidWrongGod's solution](#)

438.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[AcidWrongGod's solution](#)

439.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[AcidWrongGod's solution](#)

440.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[AcidWrongGod's solution](#)

441.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[AcidWrongGod's solution](#)

442.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[AcidWrongGod's solution](#)

443.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[AcidWrongGod's solution](#)

444.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[AcidWrongGod's solution](#)

445.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[AcidWrongGod's solution](#)

446.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[AcidWrongGod's solution](#)

447.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AcidWrongGod's solution](#)

448.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AcidWrongGod's solution](#)

449.

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

450.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[AcidWrongGod's solution](#)

451.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

452.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[AcidWrongGod's solution](#)

453.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AcidWrongGod's solution](#)

454.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[AcidWrongGod's solution](#)

455.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AcidWrongGod's solution](#)

456.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

457.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AcidWrongGod's solution](#)

458.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AcidWrongGod's solution](#)

459.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[AcidWrongGod's solution](#)

460.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[AcidWrongGod's solution](#)

461.

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[AcidWrongGod's solution](#)

462.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[AcidWrongGod's solution](#)

463.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AcidWrongGod's solution](#)

464.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[AcidWrongGod's solution](#)

465.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

466.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2018-03-20 · last AC: 2018-06-30 · GNU C++11 (first AC) · Tags: data structures, trees

[AcidWrongGod's solution](#)

467.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[AcidWrongGod's solution](#)

468.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[AcidWrongGod's solution](#)

469.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AcidWrongGod's solution](#)

470.

967D

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[AcidWrongGod's solution](#)

471.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AcidWrongGod's solution](#)

472.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AcidWrongGod's solution](#)

473.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[AcidWrongGod's solution](#)

474.

202B

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

Quality: 857 global accepts · Rating: 1700 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[AcidWrongGod's solution](#)

475.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[AcidWrongGod's solution](#)

476.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AcidWrongGod's solution](#)

477.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[AcidWrongGod's solution](#)

478.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2017-04-19 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[AcidWrongGod's solution](#)

479.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[AcidWrongGod's solution](#)

480.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,395 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[AcidWrongGod's solution](#)

481.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[AcidWrongGod's solution](#)

482.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[AcidWrongGod's solution](#)

483.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[AcidWrongGod's solution](#)

484.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[AcidWrongGod's solution](#)

485.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[AcidWrongGod's solution](#)

486.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[AcidWrongGod's solution](#)

487.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[AcidWrongGod's solution](#)

488.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[AcidWrongGod's solution](#)

489.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AcidWrongGod's solution](#)

490.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[AcidWrongGod's solution](#)

491.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[AcidWrongGod's solution](#)

492.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AcidWrongGod's solution](#)

493.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[AcidWrongGod's solution](#)

494.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

495.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AcidWrongGod's solution](#)

496.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[AcidWrongGod's solution](#)

497.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AcidWrongGod's solution](#)

498.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AcidWrongGod's solution](#)

499.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[AcidWrongGod's solution](#)

500.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AcidWrongGod's solution](#)

501.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AcidWrongGod's solution](#)

502.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-03-15 · last AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[AcidWrongGod's solution](#)

503.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AcidWrongGod's solution](#)

504.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AcidWrongGod's solution](#)

505.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[AcidWrongGod's solution](#)

506.

1067B

[Multihedhog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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507.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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508.

730B

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509.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

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510.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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511.

987E

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Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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512.

863C

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513.

873D

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Quality: 4,028 global accepts · Rating: 1800 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

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514.

888E

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515.

459D

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[AcidWrongGod's solution](#)

516.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
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517.

845D

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Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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518.

202D

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519.

846C

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520.

846B

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521.

66C

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Quality: 1,188 global accepts · Rating: 1800 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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522.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
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523.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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524.

1428D

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525.

1404B

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Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees
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526.

1400D

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527.

1383B

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Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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528.

1375D

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[AcidWrongGod's solution](#)

529.

1371E1

[Asterism \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[AcidWrongGod's solution](#)

530.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AcidWrongGod's solution](#)

531.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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532.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[AcidWrongGod's solution](#)

533.

1361B

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[AcidWrongGod's solution](#)

534.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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535.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[AcidWrongGod's solution](#)

536.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[AcidWrongGod's solution](#)

537.

1272E

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Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AcidWrongGod's solution](#)

538.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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539.

1260D

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Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

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540.

1242B

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541.

101911G

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Rating: 1900 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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542.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[AcidWrongGod's solution](#)

543.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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544.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AcidWrongGod's solution](#)

545.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search

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546.

1105D

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547.

1081E

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548.

109C

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Quality: 4,119 global accepts · Rating: 1900 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[AcidWrongGod's solution](#)

549.

685B

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Quality: 5,356 global accepts · Rating: 1900 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[AcidWrongGod's solution](#)

550.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AcidWrongGod's solution](#)

551.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AcidWrongGod's solution](#)

552.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AcidWrongGod's solution](#)

553.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AcidWrongGod's solution](#)

554.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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555.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AcidWrongGod's solution](#)

556.

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[AcidWrongGod's solution](#)

557.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[AcidWrongGod's solution](#)

558.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures

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559.

553B

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Quality: 2,265 global accepts · Rating: 1900 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

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560.

455B

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Quality: 6,850 global accepts · Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[AcidWrongGod's solution](#)

561.

867C

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Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, ternary search

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562.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

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563.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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564.

1416C

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[AcidWrongGod's solution](#)

565.

1416B

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566.

1388D

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567.

1349C

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568.

1349B

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569.

1304E

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570.

1301D

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571.

911E

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572.

1214E

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573.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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574.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[AcidWrongGod's solution](#)

575.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[AcidWrongGod's solution](#)

576.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

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577.

730I

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Quality: 2,743 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

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578.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

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579.

997B

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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

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580.

380C

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Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

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581.

66E

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Quality: 926 global accepts · Rating: 2000 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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582.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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583.

1778D

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Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

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584.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

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585.

1483C

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Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[AcidWrongGod's solution](#)

586.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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587.

1392E

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588.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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589.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[AcidWrongGod's solution](#)

590.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · last AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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591.

321C

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Quality: 9,393 global accepts · Rating: 2100 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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592.

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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593.

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AcidWrongGod's solution](#)

594.

1185F

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Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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595.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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596.

1098B

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Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AcidWrongGod's solution](#)

597.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

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598.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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599.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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600.

474F

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Quality: 11,597 global accepts · Rating: 2100 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AcidWrongGod's solution](#)

601.

993C

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Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[AcidWrongGod's solution](#)

602.

996C

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Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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603.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AcidWrongGod's solution](#)

604.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[AcidWrongGod's solution](#)

605.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[AcidWrongGod's solution](#)

606.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[AcidWrongGod's solution](#)

607.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[AcidWrongGod's solution](#)

608.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, interactive, math
[AcidWrongGod's solution](#)

609.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[AcidWrongGod's solution](#)

610.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[AcidWrongGod's solution](#)

611.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[AcidWrongGod's solution](#)

612.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AcidWrongGod's solution](#)

613.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[AcidWrongGod's solution](#)

614.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[AcidWrongGod's solution](#)

615.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[AcidWrongGod's solution](#)

616.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[AcidWrongGod's solution](#)

617.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AcidWrongGod's solution](#)

618.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[AcidWrongGod's solution](#)

619.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AcidWrongGod's solution](#)

620.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[AcidWrongGod's solution](#)

621.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[AcidWrongGod's solution](#)

622.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[AcidWrongGod's solution](#)

623.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[AcidWrongGod's solution](#)

624.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AcidWrongGod's solution](#)

625.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AcidWrongGod's solution](#)

626.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[AcidWrongGod's solution](#)

627.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AcidWrongGod's solution](#)

628.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[AcidWrongGod's solution](#)

629.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AcidWrongGod's solution](#)

630.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[AcidWrongGod's solution](#)

631.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[AcidWrongGod's solution](#)

632.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[AcidWrongGod's solution](#)

633.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[AcidWrongGod's solution](#)

634.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[AcidWrongGod's solution](#)

635.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[AcidWrongGod's solution](#)

636.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[AcidWrongGod's solution](#)

637.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[AcidWrongGod's solution](#)

638.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[AcidWrongGod's solution](#)

639.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[AcidWrongGod's solution](#)

640.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[AcidWrongGod's solution](#)

641.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[AcidWrongGod's solution](#)

642.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AcidWrongGod's solution](#)

643.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[AcidWrongGod's solution](#)

644.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AcidWrongGod's solution](#)

645.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[AcidWrongGod's solution](#)

646.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[AcidWrongGod's solution](#)

647.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[AcidWrongGod's solution](#)

648.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[AcidWrongGod's solution](#)

649.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AcidWrongGod's solution](#)

650.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[AcidWrongGod's solution](#)

651.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[AcidWrongGod's solution](#)

652.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[AcidWrongGod's solution](#)

653.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[AcidWrongGod's solution](#)

654.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[AcidWrongGod's solution](#)

655.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AcidWrongGod's solution](#)

656.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[AcidWrongGod's solution](#)

657.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[AcidWrongGod's solution](#)

658.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

implementation

[AcidWrongGod's solution](#)

659.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[AcidWrongGod's solution](#)

660.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[AcidWrongGod's solution](#)

661.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcidWrongGod's solution](#)

662.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AcidWrongGod's solution](#)

663.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[AcidWrongGod's solution](#)

664.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[AcidWrongGod's solution](#)

665.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[AcidWrongGod's solution](#)

666.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[AcidWrongGod's solution](#)

667.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AcidWrongGod's solution](#)

668.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AcidWrongGod's solution](#)

669.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AcidWrongGod's solution](#)

670.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AcidWrongGod's solution](#)

671.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[AcidWrongGod's solution](#)

672.

2225D

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

Quality: 6,610 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[AcidWrongGod's solution](#)

673.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,338 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[AcidWrongGod's solution](#)

674.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,687 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AcidWrongGod's solution](#)

675.

2225B

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

Quality: 14,146 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[AcidWrongGod's solution](#)

676.

101191H

[Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AcidWrongGod's solution](#)

677.

101191A

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

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AcidWrongGod's solution](#)

678.

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AcidWrongGod's solution](#)

679.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

680.

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

681.

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

682.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

683.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

684.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

685.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[AcidWrongGod's solution](#)

686.

102023D

[A × 0.05D\\$:C€](#)

Rating: — · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

687.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

688.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

689.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

690.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[AcidWrongGod's solution](#)

691.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

692.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

693.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

694.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[AcidWrongGod's solution](#)

695.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

696.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[AcidWrongGod's solution](#)

697.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

698.

1531E3

[B >D B@, @ Cä2C#0 D ;C,,OCÖ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[AcidWrongGod's solution](#)

699.

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AcidWrongGod's solution](#)

700.

1531E2

[B >D B@, @ Cä2C#0 D ;C,,OCÖ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[AcidWrongGod's solution](#)

701.

1531E1

[B 5DBG,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AcidWrongGod's solution](#)

702.

1531C

[B 8CÄ<CTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[AcidWrongGod's solution](#)

703.

1531B2

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AcidWrongGod's solution](#)

704.

1531B1

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[AcidWrongGod's solution](#)

705.

1531A

[At8CÔ3CT@iicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AcidWrongGod's solution](#)

706.

100091A

[A · Tutorial](#)

Rating: — · first AC: 2019-02-01 · last AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

707.

102780J

[Something that resembles Waring's problem · Tutorial](#)

Rating: — · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: —

[AcidWrongGod's solution](#)

708.

102780I

[Andrew and Python · Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

709.

102780K

[Parabolic sorting · Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

710.

102780D

[Power play · Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

711.

102780C

[Emoticons · Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

712.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

713.

102780B

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

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

714.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

715.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

716.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

717.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

718.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

719.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

720.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

721.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

722.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

723.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

724.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

725.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

726.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

727.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

728.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

729.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

730.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

731.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

732.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

733.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

734.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

735.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

736.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

737.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

738.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

739.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

740.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

741.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

742.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

743.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

744.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

745.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

746.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

747.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

748.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

749.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

750.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

751.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

752.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

753.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

754.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

755.

102638E

[Rating Recalculating](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

756.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

757.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

758.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

759.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

760.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

761.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

762.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

763.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

764.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

765.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

766.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

767.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

768.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

769.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

770.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

771.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

772.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

773.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

774.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

775.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

776.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

777.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

778.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

779.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

780.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

781.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

782.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

783.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

784.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

785.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

786.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

787.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

788.

101551A

[A=00D4=D\\$K](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

789.

101551D

[Açık Hük O CÄ=Cä3Cä7C 4C GCÖ>D BDÀ](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

790.

101551E

[B-0011G,5CÖ8CR =C ?C @D°](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

791.

101551G

[Açık Hük C,,=C4ACÄ0CÖ>C](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

792.

102056J

[Philosophical ... Balance · Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

793.

102056F

[Interstellar ... Fantasy · Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

794.

102056I

[Misunderstood ... Missing · Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

795.

102056L

[Eventual ... Journey · Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

796.

102056D

[Deja vu of ... Go Players · Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

797.

102391F

[Hilbert's Hotel · Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

798.

102391J

[Parklife · Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

799.

102391H

[Maximizer · Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

800.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

801.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

802.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

803.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

804.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

805.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

806.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

807.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

808.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

809.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

810.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: —

[AcidWrongGod's solution](#)

811.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

812.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

813.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

814.

102139I

[Return of the ????](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

815.

102139F

[B=00tCä6CT=C,,5 CÔ0 CÄ=Cä6C,,BCT;C€](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

816.

102139G

[A5D\\$@ Cä2C,,G](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

817.

102139D

[A4OD=CäBC](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

818.

102139B

[A@CäC'5D](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

819.

102139K

[A@Cä5C=B](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

822.

102139H

[A to Z BC#8](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

823.

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[A to Z BC#8](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

824.

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

825.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

826.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

827.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

828.

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

829.

100135H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

830.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

831.

100135F

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Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

832.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-27 · last AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

833.

100135J

[J · Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

834.

100135I

[I · Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

836.

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[D · Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

837.

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Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

838.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

839.

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Rating: — · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

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[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

842.

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Rating: — · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

843.

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[Aö×ODAD\\$@Cä:C€](#)

Rating: — · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

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[A00018CÔ4D >CÄK](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

846.

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[B @C2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

849.

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[B0B0=C,,GCTAC=8CR AD4DDD8C=AD°](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

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Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

851.

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[B 0001G,GCÔKCR ?Cä4D BD >C=8](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

852.

100133A

[B 0001B,,:D =D`9 CÄ0D AC,,2](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

853.

100801D

[Distribution in Metagonia · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

854.

100801G

[Graph · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

855.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

856.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

857.

100801C

[Concatenation · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

858.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

859.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

860.

100801A

[Alex Origami Squares · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

861.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

862.

100513B

[Colored Blankets · Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —
[AcidWrongGod's solution](#)

863.

100513C

[Component Tree · Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —
[AcidWrongGod's solution](#)

864.

100513E

[Election of a Mayor · Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

865.

100513G

[FacePalm Accounting · Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

866.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

867.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

868.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

869.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

870.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

871.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · last AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

872.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

873.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

874.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

875.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

876.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

877.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

878.

100091D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

879.

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

880.

100091C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

881.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

882.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

883.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

884.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

885.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

886.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

887.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

888.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

889.

101623K

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

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

890.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

891.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · Python 3 (first AC) · Tags: —
[AcidWrongGod's solution](#)

892.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

893.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

894.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

895.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

896.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

897.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

898.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

899.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

900.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

901.

100109B

[Chess Championship](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

902.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

903.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

904.

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

905.

100109L

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

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

906.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

907.

101669D

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

Rating: — · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

908.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

909.

101669F

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

Rating: — · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

910.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

911.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

912.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

913.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

914.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · Python 3 (first AC) · Tags: —
[AcidWrongGod's solution](#)

915.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

916.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · last AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

917.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

918.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

919.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

920.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

921.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

922.

101641B

[A 2014 8D > C\\$0C08CP](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

923.

101641A

[A 1000 @ CãAD² > D\\$ > Cd4CTAD\\$2CT=CÔ > D BC€](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

924.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

925.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

926.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

927.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

928.

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

929.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

930.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

931.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

932.

100694I

[Goat in the Field](#) · Tutorial

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

933.

100694H

[Noisy Lecture](#) · Tutorial

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

934.

100694B

[Far Manager](#) · Tutorial

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

935.

100694M

[The Fifth Season](#) · Tutorial

Rating: — · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[AcidWrongGod's solution](#)

936.

100694E

[SuperHyperMarket](#) · Tutorial

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100418J

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100418B

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953.

100418A

[A+-B](#) · [Tutorial](#)

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954.

100273I

[I18n](#) · [Tutorial](#)

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955.

100273B

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956.

100249A

[B.CCÄiC =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —
[AcidWrongGod's solution](#)

957.

100166E

[AD80rCCTBD 3D 0DD0](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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958.

100166G

[B.ODAD\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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959.

100166F

[AD50rAD BD 0](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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960.

100166B

[B.DCÄiC @C AD BCäOCÔ8C•](#)

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961.

100166A

[BD,CÄiC@](#)

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962.

100792D

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100792I

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965.

100190C

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100190B

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100190D

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968.

100190I

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969.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

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970.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · Java 8 (first AC) · Tags: —
[AcidWrongGod's solution](#)

971.

101142K

[King's Heir](#) · [Tutorial](#)

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972.

101142F

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973.

101142A

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974.

100119B

[B](#) · [Tutorial](#)

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975.

100119A

[A](#) · [Tutorial](#)

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976.

100531I

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Rating: — · first AC: 2017-07-26 · Java 8 (first AC) · Tags: —

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977.

100531K

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978.

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979.

100531J

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980.

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981.

100531D

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982.

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100269F

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985.

100269E

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Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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986.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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987.

100269D

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Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

988.

100269A

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Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

989.

100125D

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[AcidWrongGod's solution](#)

990.

100125E

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Rating: — · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[AcidWrongGod's solution](#)

991.

100125F

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[AcidWrongGod's solution](#)

992.

100125B

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993.

100125A

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994.

100253L

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995.

101341C

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[AcidWrongGod's solution](#)

996.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · PyPy 3 (first AC) · Tags: —
[AcidWrongGod's solution](#)

997.

101341B

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Rating: — · first AC: 2017-04-08 · PyPy 3 (first AC) · Tags: —
[AcidWrongGod's solution](#)

998.

101341G

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Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[AcidWrongGod's solution](#)

999.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[AcidWrongGod's solution](#)

1000.

100944A

[A000;1Cä;DÄHC,,9 Cö>CDJCT<](#)

Rating: — · first AC: 2017-04-07 · GNU C++11 (first AC) · Tags: —

[AcidWrongGod's solution](#)

1001.

100186A

[Random Access Memory](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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1002.

100186I

[The Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: —

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1003.

100186K

[Quality assurance](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: —

[AcidWrongGod's solution](#)

1004.

100186G

[Restroom](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: —

[AcidWrongGod's solution](#)

1005.

100186D

[Test problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · PyPy 2 (first AC) · Tags: —

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1006.

100186L

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