

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

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# Unique solved — Aeon

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

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

Filters: none

Count: 1,519

**1.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aeon's solution](#)

**2.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**3.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Aeon's solution](#)

**4.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Aeon's solution](#)

**5.**

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Aeon's solution](#)

**6.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aeon's solution](#)

**7.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Aeon's solution](#)

**8.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Aeon's solution](#)

**9.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**10.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**11.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**12.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**13.**

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Aeon's solution](#)

**14.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**15.**

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**16.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Aeon's solution](#)

**17.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**18.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aeon's solution](#)

**19.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Aeon's solution](#)

**20.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**21.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[Aeon's solution](#)

**22.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Aeon's solution](#)

**23.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Aeon's solution](#)

**24.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Aeon's solution](#)

**25.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Aeon's solution](#)

**26.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**27.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Aeon's solution](#)

**28.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**29.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Aeon's solution](#)

**30.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Aeon's solution](#)

**31.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**32.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Aeon's solution](#)

**33.**

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**34.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**35.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**36.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**37.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**38.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**39.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Aeon's solution](#)

**40.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**41.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

42.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Aeon's solution](#)

43.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[Aeon's solution](#)

44.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[Aeon's solution](#)

45.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Aeon's solution](#)

46.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Aeon's solution](#)

47.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force  
[Aeon's solution](#)

48.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[Aeon's solution](#)

49.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers  
[Aeon's solution](#)

50.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Aeon's solution](#)

51.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Aeon's solution](#)

52.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aeon's solution](#)

**53.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**54.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**55.**

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**56.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Aeon's solution](#)

**57.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,817 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aeon's solution](#)

**58.**

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**59.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**60.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**61.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**62.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Aeon's solution](#)

**63.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**64.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**65.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**66.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**67.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Aeon's solution](#)

**68.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Aeon's solution](#)

**69.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**70.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**71.**

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

[Aeon's solution](#)

**72.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**73.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**74.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**75.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**76.**

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

[Aeon's solution](#)

**77.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**78.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**79.**

1005A

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

Quality: 27,513 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**80.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**81.**

977A

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

Quality: 217,540 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**82.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**83.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**84.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Aeon's solution](#)

**85.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**86.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**87.**

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

[Aeon's solution](#)

**88.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Aeon's solution](#)

**89.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**90.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**91.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Aeon's solution](#)

**92.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**93.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**94.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**95.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**96.**

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

[Aeon's solution](#)

**97.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**98.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**99.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Aeon's solution](#)

**100.**

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings

[Aeon's solution](#)

**101.**

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Aeon's solution](#)

**102.**

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Aeon's solution](#)

**103.**

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Aeon's solution](#)

**104.**

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**105.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Aeon's solution](#)

**106.**

581A

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

Quality: 84,972 global accepts · Rating: 800 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation, math

[Aeon's solution](#)

**107.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[Aeon's solution](#)

**108.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**109.**

443A

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

Quality: 112,088 global accepts · Rating: 800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**110.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**111.**

278A

[Circle Line](#) · [Tutorial](#)

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

[Aeon's solution](#)

**112.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: brute force

[Aeon's solution](#)

**113.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aeon's solution](#)

**114.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Aeon's solution](#)

**115.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**116.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**117.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Aeon's solution](#)

**118.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory

[Aeon's solution](#)

**119.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Aeon's solution](#)

**120.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[Aeon's solution](#)

**121.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Aeon's solution](#)

**122.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**123.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aeon's solution](#)

**124.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Aeon's solution](#)

**125.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Aeon's solution](#)

**126.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**127.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**128.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**129.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**130.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**131.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**132.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**133.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,797 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**134.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**135.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**136.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Aeon's solution](#)

**137.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Aeon's solution](#)

**138.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**139.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**140.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**141.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**142.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**143.**

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Aeon's solution](#)

**144.**

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Aeon's solution](#)

**145.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**146.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Aeon's solution](#)

**147.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Aeon's solution](#)

**148.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,715 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**149.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**150.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2013-02-24 · last AC: 2013-03-03 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**151.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**152.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**153.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**154.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**155.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Aeon's solution](#)

**156.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Aeon's solution](#)

**157.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**158.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**159.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[Aeon's solution](#)

**160.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**161.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**162.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**163.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**164.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**165.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**166.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**167.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Aeon's solution](#)

**168.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**169.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Aeon's solution](#)

**170.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**171.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Aeon's solution](#)

**172.**

804A

[Find Amir](#) · [Tutorial](#)

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

[Aeon's solution](#)

**173.**

757A

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

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

[Aeon's solution](#)

**174.**

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Aeon's solution](#)

**175.**

670B

[Game of Robots](#) · [Tutorial](#)

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

[Aeon's solution](#)

**176.**

641A

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

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

[Aeon's solution](#)

**177.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[Aeon's solution](#)

**178.**

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation

[Aeon's solution](#)

**179.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

**180.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**181.**

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Aeon's solution](#)

**182.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[Aeon's solution](#)

**183.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Aeon's solution](#)

**184.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**185.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aeon's solution](#)

**186.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Aeon's solution](#)

**187.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Aeon's solution](#)

**188.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**189.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Aeon's solution](#)

**190.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**191.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**192.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Aeon's solution](#)

**193.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Aeon's solution](#)

**194.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[Aeon's solution](#)

**195.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[Aeon's solution](#)

**196.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Aeon's solution](#)

**197.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[Aeon's solution](#)

**198.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Aeon's solution](#)

**199.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[Aeon's solution](#)

**200.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[Aeon's solution](#)

**201.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[Aeon's solution](#)

**202.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[Aeon's solution](#)

**203.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[Aeon's solution](#)

**204.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**205.**

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

[Aeon's solution](#)

**206.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**207.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**208.**

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**209.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Aeon's solution](#)

**210.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**211.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Aeon's solution](#)

**212.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Aeon's solution](#)

**213.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[Aeon's solution](#)

**214.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Aeon's solution](#)

**215.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**216.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**217.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[Aeon's solution](#)

**218.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**219.**

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

[Aeon's solution](#)

**220.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**221.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Aeon's solution](#)

**222.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**223.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Aeon's solution](#)

**224.**

755B

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

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

[Aeon's solution](#)

**225.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[Aeon's solution](#)

**226.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math  
[Aeon's solution](#)

**227.**

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[Aeon's solution](#)

**228.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation, math  
[Aeon's solution](#)

**229.**

522B

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

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation  
[Aeon's solution](#)

**230.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: greedy, implementation  
[Aeon's solution](#)

**231.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Aeon's solution](#)

**232.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Aeon's solution](#)

**233.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy  
[Aeon's solution](#)

**234.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[Aeon's solution](#)

**235.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory  
[Aeon's solution](#)

**236.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Aeon's solution](#)

### 237.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Aeon's solution](#)

### 238.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Aeon's solution](#)

### 239.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Aeon's solution](#)

### 240.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Aeon's solution](#)

### 241.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aeon's solution](#)

### 242.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

### 243.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

### 244.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

### 245.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aeon's solution](#)

### 246.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aeon's solution](#)

**247.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Aeon's solution](#)

**248.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**249.**

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

[Aeon's solution](#)

**250.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**251.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**252.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**253.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Aeon's solution](#)

**254.**

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Aeon's solution](#)

**255.**

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

[Aeon's solution](#)

**256.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Aeon's solution](#)

**257.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Aeon's solution](#)

**258.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**259.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Aeon's solution](#)

**260.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**261.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**262.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**263.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aeon's solution](#)

**264.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Aeon's solution](#)

**265.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[Aeon's solution](#)

**266.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**267.**

769B

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

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers

[Aeon's solution](#)

**268.**

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number

theory

[Aeon's solution](#)

**269.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**270.**

708A

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

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

[Aeon's solution](#)

**271.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**272.**

639A

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

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

[Aeon's solution](#)

**273.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[Aeon's solution](#)

**274.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Aeon's solution](#)

**275.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[Aeon's solution](#)

**276.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: brute force, graphs, math

[Aeon's solution](#)

**277.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Aeon's solution](#)

**278.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Aeon's solution](#)

**279.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**280.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**281.**

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**282.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Aeon's solution](#)

**283.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Aeon's solution](#)

**284.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aeon's solution](#)

**285.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aeon's solution](#)

**286.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Aeon's solution](#)

**287.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Aeon's solution](#)

**288.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Aeon's solution](#)

**289.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Aeon's solution](#)

**290.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Aeon's solution](#)

**291.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Aeon's solution](#)

**292.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**293.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Aeon's solution](#)

**294.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Aeon's solution](#)

**295.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**296.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**297.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Aeon's solution](#)

**298.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Aeon's solution](#)

**299.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Aeon's solution](#)

**300.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Aeon's solution](#)

**301.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Aeon's solution](#)

**302.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**303.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**304.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Aeon's solution](#)

**305.**

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[Aeon's solution](#)

**306.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**307.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**308.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**309.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Aeon's solution](#)

**310.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**311.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Aeon's solution](#)

**312.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**313.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aeon's solution](#)

**314.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Aeon's solution](#)

**315.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aeon's solution](#)

**316.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**317.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aeon's solution](#)

**318.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**319.**

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

[Aeon's solution](#)

**320.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Aeon's solution](#)

**321.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Aeon's solution](#)

**322.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**323.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**324.**

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Aeon's solution](#)

**325.**

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**326.**

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Aeon's solution](#)

**327.**

840A

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

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

[Aeon's solution](#)

**328.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**329.**

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, math

[Aeon's solution](#)

**330.**

755C

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

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

[Aeon's solution](#)

**331.**

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Aeon's solution](#)

**332.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**333.**

670C

[Cinema](#) · [Tutorial](#)

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

[Aeon's solution](#)

**334.**

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Aeon's solution](#)

**335.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Aeon's solution](#)

**336.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**337.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**338.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**339.**

276B

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

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy

[Aeon's solution](#)

**340.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Aeon's solution](#)

**341.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Aeon's solution](#)

**342.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Aeon's solution](#)

**343.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[Aeon's solution](#)

**344.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[Aeon's solution](#)

**345.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[Aeon's solution](#)

**346.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search  
[Aeon's solution](#)

**347.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[Aeon's solution](#)

**348.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[Aeon's solution](#)

**349.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[Aeon's solution](#)

**350.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[Aeon's solution](#)

**351.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Aeon's solution](#)

**352.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aeon's solution](#)

**353.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Aeon's solution](#)

**354.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Aeon's solution](#)

**355.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aeon's solution](#)

**356.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aeon's solution](#)

**357.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Aeon's solution](#)

**358.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**359.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Aeon's solution](#)

**360.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Aeon's solution](#)

**361.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Aeon's solution](#)

**362.**

1282B1

[K for the Price of One \(Easy Version\) · Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Aeon's solution](#)

**363.**

1266C

[Diverse Matrix · Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**364.**

1190A

[Tokitsukaze and Discard Items · Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Aeon's solution](#)

**365.**

1110B

[Tape · Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**366.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**367.**

42A

[Guilty --- to the kitchen! · Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**368.**

988C

[Equal Sums · Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**369.**

981C

[Useful Decomposition · Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-01 · last AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Aeon's solution](#)

**370.**

977D

[Divide by three, multiply by two · Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Aeon's solution](#)

**371.**

962C

[Make a Square · Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Aeon's solution](#)

**372.**

961C

[Chessboard · Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Aeon's solution](#)

**373.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**374.**

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

[Aeon's solution](#)

**375.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Aeon's solution](#)

**376.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**377.**

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[Aeon's solution](#)

**378.**

866A

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Aeon's solution](#)

**379.**

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Aeon's solution](#)

**380.**

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Aeon's solution](#)

**381.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Aeon's solution](#)

**382.**

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Aeon's solution](#)

**383.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**384.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Aeon's solution](#)

**385.**

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Aeon's solution](#)

**386.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Aeon's solution](#)

**387.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**388.**

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[Aeon's solution](#)

**389.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[Aeon's solution](#)

**390.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Aeon's solution](#)

**391.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Aeon's solution](#)

**392.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Aeon's solution](#)

**393.**

641B

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

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

[Aeon's solution](#)

**394.**

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[Aeon's solution](#)

**395.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**396.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**397.**

290A

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

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

[Aeon's solution](#)

**398.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,461 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Aeon's solution](#)

**399.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2012-12-28 · GNU C++ (first AC) · Tags: implementation, math

[Aeon's solution](#)

**400.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**401.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Aeon's solution](#)

**402.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Aeon's solution](#)

**403.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Aeon's solution](#)

**404.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp,

math

[Aeon's solution](#)

**405.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Aeon's solution](#)

**406.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**407.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Aeon's solution](#)

**408.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[Aeon's solution](#)

**409.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Aeon's solution](#)

**410.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Aeon's solution](#)

**411.**

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Aeon's solution](#)

**412.**

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**413.**

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**414.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**415.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Aeon's solution](#)

**416.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Aeon's solution](#)

**417.**

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Aeon's solution](#)

**418.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[Aeon's solution](#)

**419.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[Aeon's solution](#)

**420.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**421.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Aeon's solution](#)

**422.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Aeon's solution](#)

**423.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Aeon's solution](#)

**424.**

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Aeon's solution](#)

**425.**

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

[Aeon's solution](#)

**426.**

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

[Aeon's solution](#)

**427.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aeon's solution](#)

**428.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**429.**

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**430.**

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**431.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Aeon's solution](#)

**432.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Aeon's solution](#)

**433.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Aeon's solution](#)

**434.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Aeon's solution](#)

**435.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[Aeon's solution](#)

**436.**

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[Aeon's solution](#)

**437.**

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math  
[Aeon's solution](#)

**438.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[Aeon's solution](#)

**439.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[Aeon's solution](#)

**440.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Aeon's solution](#)

**441.**

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers  
[Aeon's solution](#)

**442.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[Aeon's solution](#)

**443.**

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  
[Aeon's solution](#)

**444.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Aeon's solution](#)

**445.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[Aeon's solution](#)

**446.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Aeon's solution](#)

**447.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Aeon's solution](#)

**448.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Aeon's solution](#)

**449.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Aeon's solution](#)

**450.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Aeon's solution](#)

**451.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**452.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,733 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Aeon's solution](#)

**453.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[Aeon's solution](#)

**454.**

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Aeon's solution](#)

**455.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Aeon's solution](#)

**456.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Aeon's solution](#)

**457.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[Aeon's solution](#)

**458.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[Aeon's solution](#)

**459.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, strings

[Aeon's solution](#)

**460.**

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Aeon's solution](#)

**461.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Aeon's solution](#)

**462.**

576A

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

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Aeon's solution](#)

**463.**

497A

[Removing Columns](#) · [Tutorial](#)

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

[Aeon's solution](#)

**464.**

494A

[Treasure](#) · [Tutorial](#)

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

[Aeon's solution](#)

**465.**

468A

[24 Game](#) · [Tutorial](#)

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

[Aeon's solution](#)

**466.**

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**467.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**468.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Aeon's solution](#)

**469.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Aeon's solution](#)

**470.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Aeon's solution](#)

**471.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Aeon's solution](#)

**472.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Aeon's solution](#)

**473.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Aeon's solution](#)

**474.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Aeon's solution](#)

**475.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**476.**

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Aeon's solution](#)

**477.**

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[Aeon's solution](#)

**478.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

**479.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Aeon's solution](#)

**480.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Aeon's solution](#)

**481.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Aeon's solution](#)

**482.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Aeon's solution](#)

**483.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Aeon's solution](#)

**484.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Aeon's solution](#)

**485.**

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

[Aeon's solution](#)

**486.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**487.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**488.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Aeon's solution](#)

**489.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**490.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Aeon's solution](#)

**491.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Aeon's solution](#)

**492.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Aeon's solution](#)

**493.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Aeon's solution](#)

**494.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**495.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**496.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Aeon's solution](#)

**497.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Aeon's solution](#)

**498.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Aeon's solution](#)

**499.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Aeon's solution](#)

**500.**

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

[Aeon's solution](#)

**501.**

923B

[Producing Snow](#) · [Tutorial](#)

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

[Aeon's solution](#)

**502.**

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**503.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Aeon's solution](#)

**504.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**505.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Aeon's solution](#)

**506.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Aeon's solution](#)

**507.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Aeon's solution](#)

**508.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Aeon's solution](#)

**509.**

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**510.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Aeon's solution](#)

**511.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Aeon's solution](#)

**512.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Aeon's solution](#)

**513.**

873C

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

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[Aeon's solution](#)

**514.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Aeon's solution](#)

**515.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[Aeon's solution](#)

**516.**

860B

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

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings  
[Aeon's solution](#)

**517.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Aeon's solution](#)

**518.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Aeon's solution](#)

**519.**

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  
[Aeon's solution](#)

**520.**

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[Aeon's solution](#)

**521.**

830B

[Cards Sorting](#) · [Tutorial](#)

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

[Aeon's solution](#)

**522.**

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aeon's solution](#)

**523.**

793B

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

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

[Aeon's solution](#)

**524.**

788A

[Functions again](#) · [Tutorial](#)

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

[Aeon's solution](#)

**525.**

781A

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

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

[Aeon's solution](#)

**526.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Aeon's solution](#)

**527.**

763A

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

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

[Aeon's solution](#)

**528.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Aeon's solution](#)

**529.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Aeon's solution](#)

**530.**

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Aeon's solution](#)

**531.**

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Aeon's solution](#)

**532.**

741A

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

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Aeon's solution](#)

**533.**

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Aeon's solution](#)

**534.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**535.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Aeon's solution](#)

**536.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[Aeon's solution](#)

**537.**

639B

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

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Aeon's solution](#)

**538.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Aeon's solution](#)

**539.**

601A

[The Two Routes](#) · [Tutorial](#)

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

[Aeon's solution](#)

**540.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**541.**

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: implementation

[Aeon's solution](#)

**542.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Aeon's solution](#)

**543.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**544.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Aeon's solution](#)

**545.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Aeon's solution](#)

**546.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Aeon's solution](#)

**547.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aeon's solution](#)

**548.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Aeon's solution](#)

**549.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Aeon's solution](#)

**550.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**551.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Aeon's solution](#)

**552.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Aeon's solution](#)

**553.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Aeon's solution](#)

**554.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Aeon's solution](#)

**555.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Aeon's solution](#)

**556.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Aeon's solution](#)

**557.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Aeon's solution](#)

**558.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Aeon's solution](#)

**559.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Aeon's solution](#)

**560.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Aeon's solution](#)

**561.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Aeon's solution](#)

**562.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Aeon's solution](#)

**563.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Aeon's solution](#)

**564.**

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

[Aeon's solution](#)

**565.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Aeon's solution](#)

**566.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Aeon's solution](#)

**567.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Aeon's solution](#)

**568.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Aeon's solution](#)

**569.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Aeon's solution](#)

**570.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Aeon's solution](#)

**571.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aeon's solution](#)

**572.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Aeon's solution](#)

**573.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Aeon's solution](#)

**574.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Aeon's solution](#)

**575.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Aeon's solution](#)

**576.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Aeon's solution](#)

**577.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Aeon's solution](#)

**578.**

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Aeon's solution](#)

**579.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Aeon's solution](#)

**580.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Aeon's solution](#)

**581.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Aeon's solution](#)

**582.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Aeon's solution](#)

**583.**

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**584.**

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Aeon's solution](#)

**585.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Aeon's solution](#)

**586.**

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

[Aeon's solution](#)

**587.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**588.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Aeon's solution](#)

**589.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Aeon's solution](#)

**590.**

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Aeon's solution](#)

**591.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Aeon's solution](#)

**592.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Aeon's solution](#)

**593.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Aeon's solution](#)

**594.**

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Aeon's solution](#)

**595.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Aeon's solution](#)

**596.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Aeon's solution](#)

**597.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[Aeon's solution](#)

**598.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[Aeon's solution](#)

**599.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Aeon's solution](#)

**600.**

759A

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

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

[Aeon's solution](#)

**601.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**602.**

737B

[Sea Battle](#) · [Tutorial](#)

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

[Aeon's solution](#)

**603.**

737A

[Road to Cinema](#) · [Tutorial](#)

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

[Aeon's solution](#)

**604.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[Aeon's solution](#)

**605.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Aeon's solution](#)

**606.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Aeon's solution](#)

**607.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Aeon's solution](#)

**608.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Aeon's solution](#)

**609.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Aeon's solution](#)

**610.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Aeon's solution](#)

**611.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**612.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Aeon's solution](#)

**613.**

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Aeon's solution](#)

**614.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[Aeon's solution](#)

**615.**

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-12 · GNU C++ (first AC) · Tags: math

[Aeon's solution](#)

**616.**

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Aeon's solution](#)

**617.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[Aeon's solution](#)

**618.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Aeon's solution](#)

**619.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

**620.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Aeon's solution](#)

**621.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Aeon's solution](#)

**622.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Aeon's solution](#)

**623.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Aeon's solution](#)

**624.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Aeon's solution](#)

**625.**

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**626.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Aeon's solution](#)

**627.**

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**628.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Aeon's solution](#)

**629.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Aeon's solution](#)

**630.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Aeon's solution](#)

**631.**

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

[Aeon's solution](#)

**632.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**633.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Aeon's solution](#)

**634.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Aeon's solution](#)

**635.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Aeon's solution](#)

**636.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Aeon's solution](#)

**637.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[Aeon's solution](#)

**638.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aeon's solution](#)

**639.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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**640.**

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Aeon's solution](#)

**641.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**642.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Aeon's solution](#)

**643.**

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**644.**

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Aeon's solution](#)

**645.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**646.**

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Aeon's solution](#)

**647.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Aeon's solution](#)

**648.**

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**649.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Aeon's solution](#)

**650.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**651.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[Aeon's solution](#)

**652.**

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aeon's solution](#)

**653.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

**654.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Aeon's solution](#)

**655.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Aeon's solution](#)

**656.**

923C

[Perfect Security](#) · [Tutorial](#)

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

[Aeon's solution](#)

**657.**

933A

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

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

[Aeon's solution](#)

**658.**

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aeon's solution](#)

**659.**

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Aeon's solution](#)

**660.**

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

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**661.**

883K

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Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aeon's solution](#)

**662.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Aeon's solution](#)

**663.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Aeon's solution](#)

**664.**

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aeon's solution](#)

**665.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Aeon's solution](#)

**666.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**667.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Aeon's solution](#)

**668.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Aeon's solution](#)

**669.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Aeon's solution](#)

**670.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Aeon's solution](#)

**671.**

799C

[Fountains](#) · [Tutorial](#)

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

[Aeon's solution](#)

**672.**

772B

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Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**673.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: binary search, math

[Aeon's solution](#)

**674.**

778B

[Bitwise Formula](#) · [Tutorial](#)

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

[Aeon's solution](#)

**675.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Aeon's solution](#)

**676.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Aeon's solution](#)

**677.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[Aeon's solution](#)

**678.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Aeon's solution](#)

**679.**

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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**680.**

638D

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Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

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**681.**

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

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**682.**

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**683.**

580D

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Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Aeon's solution](#)

**684.**

575H

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Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Aeon's solution](#)

**685.**

487A

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Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

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**686.**

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force

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**687.**

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: dp, greedy, math, probabilities, sortings

[Aeon's solution](#)

**688.**

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Aeon's solution](#)

**689.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Aeon's solution](#)

**690.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Aeon's solution](#)

**691.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Aeon's solution](#)

**692.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Aeon's solution](#)

**693.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Aeon's solution](#)

**694.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Aeon's solution](#)

**695.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Aeon's solution](#)

**696.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy,

math

[Aeon's solution](#)

**697.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Aeon's solution](#)

**698.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Aeon's solution](#)

**699.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Aeon's solution](#)

**700.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Aeon's solution](#)

**701.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Aeon's solution](#)

**702.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Aeon's solution](#)

**703.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Aeon's solution](#)

**704.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Aeon's solution](#)

**705.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Aeon's solution](#)

**706.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive,

math, sortings

[Aeon's solution](#)

**707.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Aeon's solution](#)

**708.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Aeon's solution](#)

**709.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Aeon's solution](#)

**710.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Aeon's solution](#)

**711.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**712.**

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Aeon's solution](#)

**713.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**714.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Aeon's solution](#)

**715.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aeon's solution](#)

**716.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms,

geometry, interactive

[Aeon's solution](#)

**717.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Aeon's solution](#)

**718.**

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Aeon's solution](#)

**719.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Aeon's solution](#)

**720.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Aeon's solution](#)

**721.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aeon's solution](#)

**722.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Aeon's solution](#)

**723.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**724.**

949C

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Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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**725.**

930C

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Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Aeon's solution](#)

**726.**

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

[Aeon's solution](#)

**727.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graphs, implementation  
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**728.**

935D

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Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
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**729.**

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[Aeon's solution](#)

**730.**

883I

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Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
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**731.**

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
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**732.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math  
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**733.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers  
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**734.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[Aeon's solution](#)

**735.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers  
[Aeon's solution](#)

**736.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math  
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**737.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Aeon's solution](#)

**738.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[Aeon's solution](#)

**739.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Aeon's solution](#)

**740.**

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Aeon's solution](#)

**741.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Aeon's solution](#)

**742.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Aeon's solution](#)

**743.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Aeon's solution](#)

**744.**

737C

[Subordinates](#) · [Tutorial](#)

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

[Aeon's solution](#)

**745.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Aeon's solution](#)

**746.**

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aeon's solution](#)

**747.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · last AC: 2016-07-01 · GNU C++11 (first AC) · Tags: dp

[Aeon's solution](#)

## 748.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Aeon's solution](#)

## 749.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Aeon's solution](#)

## 750.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Aeon's solution](#)

## 751.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · last AC: 2014-11-06 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation

[Aeon's solution](#)

## 752.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[Aeon's solution](#)

## 753.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Aeon's solution](#)

## 754.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Aeon's solution](#)

## 755.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Aeon's solution](#)

## 756.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Aeon's solution](#)

## 757.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Aeon's solution](#)

**758.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Aeon's solution](#)

**759.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aeon's solution](#)

**760.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**761.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Aeon's solution](#)

**762.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Aeon's solution](#)

**763.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Aeon's solution](#)

**764.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Aeon's solution](#)

**765.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Aeon's solution](#)

**766.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Aeon's solution](#)

**767.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**768.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Aeon's solution](#)

**769.**

1090K

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Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**770.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**771.**

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aeon's solution](#)

**772.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aeon's solution](#)

**773.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Aeon's solution](#)

**774.**

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Aeon's solution](#)

**775.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Aeon's solution](#)

**776.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Aeon's solution](#)

**777.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aeon's solution](#)

**778.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,878 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**779.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Aeon's solution](#)

**780.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Aeon's solution](#)

**781.**

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aeon's solution](#)

**782.**

920F

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Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Aeon's solution](#)

**783.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp

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**784.**

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Aeon's solution](#)

**785.**

900D

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Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Aeon's solution](#)

**786.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Aeon's solution](#)

**787.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Aeon's solution](#)

**788.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Aeon's solution](#)

**789.**

855C

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

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Aeon's solution](#)

**790.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Aeon's solution](#)

**791.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aeon's solution](#)

**792.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Aeon's solution](#)

**793.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · last AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation

[Aeon's solution](#)

**794.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[Aeon's solution](#)

**795.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Aeon's solution](#)

**796.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Aeon's solution](#)

**797.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Aeon's solution](#)

**798.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Aeon's solution](#)

**799.**

611D

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

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-31 · last AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Aeon's solution](#)

**800.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Aeon's solution](#)

**801.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures

[Aeon's solution](#)

**802.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Aeon's solution](#)

**803.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aeon's solution](#)

**804.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Aeon's solution](#)

**805.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Aeon's solution](#)

**806.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Aeon's solution](#)

**807.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Aeon's solution](#)

**808.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Aeon's solution](#)

**809.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Aeon's solution](#)

**810.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Aeon's solution](#)

**811.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Aeon's solution](#)

**812.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Aeon's solution](#)

**813.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Aeon's solution](#)

**814.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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**815.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Aeon's solution](#)

**816.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Aeon's solution](#)

**817.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

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**818.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Aeon's solution](#)

**819.**

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Aeon's solution](#)

**820.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · last AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Aeon's solution](#)

**821.**

1077F2

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**822.**

1070E

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**823.**

1039B

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1028D

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1025D

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**826.**

1005F

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**827.**

1000E

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**828.**

993C

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**829.**

988F

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**830.**

976E

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Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**831.**

960D

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**832.**

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**833.**

955C

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**834.**

920E

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Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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**835.**

333D

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**836.**

900E

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Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

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**837.**

895D

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321C

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**839.**

877D

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**840.**

847F

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Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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859D

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859E

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**843.**

853C

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**844.**

850B

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837E

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837D

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**847.**

827C

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**848.**

818F

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**849.**

793D

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797D

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788B

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2207D

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2039E

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1335F

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1334E

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**871.**

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Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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981E

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916D

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908D

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906B

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903D

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855E

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Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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847D

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Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

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**900.**

768D

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Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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**901.**

765E

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Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

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**903.**

757D

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**904.**

639C

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**905.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

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[Aeon's solution](#)

**906.**

1943C

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1824B2

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1780F

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**909.**

1408F

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[Aeon's solution](#)

**910.**

1282D

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1190C

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Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

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**912.**

1139D

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Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

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**913.**

1070G

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**914.**

1070J

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**915.**

1073E

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Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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**916.**

1039A

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Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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**917.**

383D

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**918.**

993E

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Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

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**919.**

960E

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[Aeon's solution](#)

**920.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Aeon's solution](#)

**921.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Aeon's solution](#)

**922.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Aeon's solution](#)

**923.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Aeon's solution](#)

**924.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Aeon's solution](#)

**925.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Aeon's solution](#)

**926.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Aeon's solution](#)

**927.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Aeon's solution](#)

**928.**

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: \*special, brute force, number theory

[Aeon's solution](#)

**929.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Aeon's solution](#)

**930.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Aeon's solution](#)

**931.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Aeon's solution](#)

**932.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · last AC: 2016-08-17 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Aeon's solution](#)

**933.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings  
[Aeon's solution](#)

**934.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: games  
[Aeon's solution](#)

**935.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory  
[Aeon's solution](#)

**936.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers  
[Aeon's solution](#)

**937.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Aeon's solution](#)

**938.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs  
[Aeon's solution](#)

**939.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[Aeon's solution](#)

**940.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures  
[Aeon's solution](#)

**941.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees  
[Aeon's solution](#)

**942.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[Aeon's solution](#)

**943.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Aeon's solution](#)

**944.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Aeon's solution](#)

**945.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Aeon's solution](#)

**946.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Aeon's solution](#)

**947.**

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Aeon's solution](#)

**948.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Aeon's solution](#)

**949.**

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Aeon's solution](#)

**950.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aeon's solution](#)

**951.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aeon's solution](#)

**952.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[Aeon's solution](#)

**953.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aeon's solution](#)

**954.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Aeon's solution](#)

**955.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Aeon's solution](#)

**956.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Aeon's solution](#)

**957.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Aeon's solution](#)

**958.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Aeon's solution](#)

**959.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Aeon's solution](#)

**960.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aeon's solution](#)

**961.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Aeon's solution](#)

**962.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: data structures, hashing

[Aeon's solution](#)

**963.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Aeon's solution](#)

**964.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Aeon's solution](#)

**965.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · last AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Aeon's solution](#)

**966.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aeon's solution](#)

**967.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**968.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Aeon's solution](#)

**969.**

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Aeon's solution](#)

**970.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aeon's solution](#)

**971.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Aeon's solution](#)

**972.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Aeon's solution](#)

**973.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Aeon's solution](#)

**974.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Aeon's solution](#)

**975.**

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aeon's solution](#)

**976.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Aeon's solution](#)

**977.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aeon's solution](#)

**978.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Aeon's solution](#)

**979.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aeon's solution](#)

**980.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Aeon's solution](#)

**981.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Aeon's solution](#)

**982.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Aeon's solution](#)

**983.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Aeon's solution](#)

**984.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aeon's solution](#)

**985.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Aeon's solution](#)

**986.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Aeon's solution](#)

**987.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**988.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[Aeon's solution](#)

**989.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Aeon's solution](#)

**990.**

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aeon's solution](#)

**991.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Aeon's solution](#)

**992.**

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · last AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Aeon's solution](#)

**993.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**994.**

778C

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

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Aeon's solution](#)

**995.**

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Aeon's solution](#)

**996.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Aeon's solution](#)

**997.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Aeon's solution](#)

**998.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Aeon's solution](#)

**999.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aeon's solution](#)

**1000.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2018-06-04 · last AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Aeon's solution](#)

**1001.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · last AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aeon's solution](#)

**1002.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Aeon's solution](#)

**1003.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[Aeon's solution](#)

**1004.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Aeon's solution](#)

**1005.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Aeon's solution](#)

**1006.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[Aeon's solution](#)

### 1007.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees  
[Aeon's solution](#)

### 1008.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory  
[Aeon's solution](#)

### 1009.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[Aeon's solution](#)

### 1010.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[Aeon's solution](#)

### 1011.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[Aeon's solution](#)

### 1012.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[Aeon's solution](#)

### 1013.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math  
[Aeon's solution](#)

### 1014.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2018-09-05 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[Aeon's solution](#)

### 1015.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-30 · last AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees  
[Aeon's solution](#)

### 1016.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory, strings

[Aeon's solution](#)

**1017.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, dp

[Aeon's solution](#)

**1018.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Aeon's solution](#)

**1019.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2017-11-09 · last AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Aeon's solution](#)

**1020.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[Aeon's solution](#)

**1021.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[Aeon's solution](#)

**1022.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry

[Aeon's solution](#)

**1023.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, string suffix structures

[Aeon's solution](#)

**1024.**

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1025.**

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1026.**

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1027.**

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1028.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1029.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1030.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1031.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

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

[Aeon's solution](#)

### 1032.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1033.

101987L

[Working Plan](#) · [Tutorial](#)

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

[Aeon's solution](#)

### 1034.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1035.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1036.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1037.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1038.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1039.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1040.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1041.**

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1042.**

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1043.**

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1044.**

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-22 · last AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1045.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · Python 3 (first AC) · Tags: —

[Aeon's solution](#)

**1046.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1047.**

102040B

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

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1048.**

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1049.**

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1050.**

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1051.**

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aeon's solution](#)

**1052.**

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1053.**

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1054.**

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1055.**

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1056.**

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1057.**

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1058.**

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1059.**

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1060.**

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1061.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1062.

102055G

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

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1063.

102055L

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

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1064.

102055A

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

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1065.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1066.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1067.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1068.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1069.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1070.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

### 1071.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1072.**

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1073.**

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1074.**

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1075.**

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1076.**

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1077.**

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1078.**

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1079.**

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1080.**

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1081.**

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1082.**

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1083.**

102006A

[Hello SPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1084.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1085.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1086.**

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1087.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1088.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1089.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1090.**

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1091.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1092.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1093.**

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1094.**

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1095.**

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1096.**

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1097.**

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1098.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1099.**

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1100.**

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1101.**

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1102.**

101981E

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

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1103.**

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1104.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1105.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1106.**

101981M

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

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1107.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1108.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1109.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1110.**

101981A

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

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1111.**

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1112.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1113.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1114.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1115.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1116.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1117.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1118.**

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1119.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1120.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1121.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1122.**

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1123.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1124.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1125.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1126.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1127.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1128.**

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1129.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · PyPy 3 (first AC) · Tags: —

[Aeon's solution](#)

**1130.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · Python 3 (first AC) · Tags: —

[Aeon's solution](#)

**1131.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1132.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1133.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1134.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1135.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1136.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 3 (first AC) · Tags: \*special

[Aeon's solution](#)

**1137.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1138.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1139.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1140.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1141.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1142.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1143.**

101242G

[Oj!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1144.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1145.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1146.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1147.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1148.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1149.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1150.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1151.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1152.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1153.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1154.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1155.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1156.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1157.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1158.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1159.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1160.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1161.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1162.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1163.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1164.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1165.**

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1166.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1167.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1168.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1169.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · last AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1170.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · PyPy 3 (first AC) · Tags: —

[Aeon's solution](#)

**1171.**

101194A

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

Rating: — · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1172.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1173.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1174.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1175.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1176.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1177.**

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1178.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1179.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1180.**

101666I

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

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1181.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1182.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1183.**

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1184.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · last AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1185.**

101623K

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

Rating: — · first AC: 2017-11-29 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1186.**

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1187.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1188.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1189.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1190.**

100307I

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

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1191.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1192.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1193.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1194.**

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1195.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1196.**

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1197.**

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1198.**

101597D

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

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1199.**

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1200.**

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1201.**

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1202.**

101572H

[Hubtown](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1203.**

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1204.**

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1205.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1206.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1207.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1208.**

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1209.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1210.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1211.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1212.**

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1213.**

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1214.**

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1215.**

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1216.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1217.**

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1218.**

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1219.**

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1220.**

101380C

[Completely Non-zero Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1221.**

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1222.**

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1223.**

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1224.**

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1225.**

101005B

[Ktree](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1226.**

101005A

[Tree Search](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1227.**

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1228.**

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1229.**

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1230.**

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1231.**

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1232.**

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1233.**

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1234.**

101498H

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

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1235.**

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1236.**

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1237.**

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1238.**

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1239.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1240.**

101413D

[Awkward Lights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1241.**

101413C

[Towns along a Highway](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1242.**

101413G

[Test Case Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1243.**

101413H

[Where's Wally](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1244.**

101413B

[Balloon Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1245.**

101413F

[Find the Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1246.**

101413A

[Membership Management](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1247.**

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1248.**

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1249.**

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1250.**

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1251.**

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1252.**

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1253.**

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1254.**

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1255.**

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1256.**

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1257.**

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1258.**

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1259.**

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1260.**

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1261.**

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1262.**

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1263.**

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1264.**

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1265.**

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1266.**

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1267.**

101481F

[Strange Regulations](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1268.**

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1269.**

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1270.**

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1271.**

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1272.**

101481J

[Vigenere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1273.**

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1274.**

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1275.**

100204C

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

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1276.**

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · Python 3 (first AC) · Tags: —

[Aeon's solution](#)

**1277.**

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1278.**

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1279.**

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1280.**

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1281.**

100490E

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

Rating: — · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1282.**

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1283.**

101365E

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1284.**

101383C

[Floyd](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1285.**

101383D

[FourSquares](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1286.**

101383A

[Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1287.**

101383F

[Mega Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1288.**

101412I

[Beautiful Spacing](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1289.**

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1290.**

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1291.**

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1292.**

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1293.**

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1294.**

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1295.**

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1296.**

100507F

[Best of a bad lot](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1297.**

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1298.**

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1299.**

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1300.**

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1301.**

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1302.**

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1303.**

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1304.**

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1305.**

100722B

[The SetStack Computer](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1306.**

100722I

[Leonardo's Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1307.**

100722G

[Prime Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1308.**

100722F

[Printer Queue](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1309.**

100722C

[Pie](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1310.**

101257A

[The Fault in Our Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1311.**

101257H

[Card](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1312.**

101257E

[Another Step-by-Step Pupil](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1313.**

101257B

[2Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1314.**

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1315.**

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1316.**

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1317.**

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1318.**

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1319.**

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1320.**

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1321.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1322.**

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1323.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1324.**

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1325.**

101170E

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

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1326.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1327.**

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1328.**

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · Java 8 (first AC) · Tags: —

[Aeon's solution](#)

**1329.**

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1330.**

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1331.**

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1332.**

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1333.**

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1334.**

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1335.**

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1336.**

100263B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · last AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1337.**

100263F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1338.**

100263K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1339.**

100263L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1340.**

100263H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1341.**

100263I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1342.**

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1343.**

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1344.**

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1345.**

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1346.**

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1347.**

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1348.**

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1349.**

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1350.**

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aeon's solution](#)

**1351.**

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · last AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1352.**

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1353.**

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1354.**

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1355.**

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1356.**

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1357.**

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —



[Aeon's solution](#)

**1369.**

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1370.**

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1371.**

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1372.**

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1373.**

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1374.**

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1375.**

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1376.**

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1377.**

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1378.**

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1379.**

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1380.**

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1381.**

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1382.**

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1383.**

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1384.**

100003F

[A](#), [E](#), [D](#), [S](#), [D](#) 5D =D´5 Dt8D ;C

Rating: — · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1385.**

100070B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-25 · last AC: 2016-01-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1386.**

100070D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1387.**

100003C

[A](#), [D](#), [B](#), [C](#), [T](#), [A](#), [C](#), [@](#), [C](#), [T](#), [D](#), [C](#), [,](#), [D](#) =D´5 Cª>CDK

Rating: — · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1388.**

100003E

[A](#), [D](#), [@](#), [C](#), [C](#), [F](#), [C](#), [T](#), [=](#), [C](#), [O](#), [K](#), [C](#), [R](#) :C <CÔ8

Rating: — · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1389.**

100070C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1390.**

100070A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1391.**

100124H

[Aö>Dra@D`BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1392.**

100124G

[Aö>Dra@D`BC,,5 CD>CÄ8CÔ>D,,:C <C€](#)

Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1393.**

100124F

[B 5D\\$!l](#)

Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1394.**

100124C

[A@Cä!C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1395.**

100124B

[A 5D 5C Ô:C](#)

Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1396.**

100861A

[ACM ICPC Rules · Tutorial](#)

Rating: — · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1397.**

100726H

[Settlers of Catan · Tutorial](#)

Rating: — · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1398.**

100726A

[An Industrial Spy · Tutorial](#)

Rating: — · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1399.**

100726C

[Divisible Subsequences · Tutorial](#)

Rating: — · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1400.**

100827E

[Hill Number · Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1401.**

100827I

[Salary Inequity · Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1402.**

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1403.**

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1404.**

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1405.**

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1406.**

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1407.**

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1408.**

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1409.**

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1410.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1411.**

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1412.**

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1413.**

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1414.**

100286J

[Javanese Cryptoanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1415.**

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1416.**

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1417.**

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1418.**

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1419.**

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1420.**

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1421.**

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1422.**

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1423.**

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1424.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1425.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1426.**

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1427.**

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1428.**

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1429.**

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1430.**

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1431.**

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1432.**

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1433.**

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1434.**

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1435.**

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1436.**

100113L

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · last AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1437.**

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1438.**

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1439.**

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1440.**

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1441.**

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1442.**

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1443.**

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1444.**

100526I

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

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1445.**

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1446.**

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1447.**

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1448.**

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1449.**

100795F

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

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1450.**

100795D

[Gregory the Grasshopper](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1451.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1452.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1453.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1454.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1455.**

100505I

[A05Dt5D\\$=Ca5 C,,;C, GCTBCO>CSö](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1456.**

100505H

[A0C5C0](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1457.**

100505B

[A1500 > CÀ](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1458.**

100505E

[B01010CÄ5CĐ](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1459.**

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · last AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1460.**

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1461.**

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1462.**

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1463.**

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1464.**

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1465.**

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1466.**

100773B

[A11011C'5C08CP](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1467.**

100773I

[A01011C @ C =DdK](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1468.**

100773A

[A67D7CB 2 C++8C0>](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1469.**

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1470.**

100685J

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

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1471.**

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1472.**

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1473.**

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1474.**

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1475.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1476.**

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1477.**

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1478.**

100741G

[Yet Another Median Task](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · last AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1479.**

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1480.**

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1481.**

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1482.**

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1483.**

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1484.**

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1485.**

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1486.**

100625I

[Incognito](#) · [Tutorial](#)

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

[Aeon's solution](#)

**1487.**

100625F

[Flying Safely](#) · [Tutorial](#)

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

[Aeon's solution](#)

**1488.**

100625A

[Administrative Difficulties](#) · [Tutorial](#)

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

[Aeon's solution](#)

**1489.**

100735B

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

Rating: — · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1490.**

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1491.**

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · last AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1492.**

100735D

[Triangle Formation](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1493.**

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1494.**

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1495.**

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: —

[Aeon's solution](#)

**1496.**

100121B

[BÔÛTAD\\$@C,,GCTAC#0Dò ADT5CÀ0](#)

Rating: — · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1497.**

100121E

[B 0D0D :C :D41C,,:Cä2](#)

Rating: — · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1498.**

100121C

[Am,DäE](#)

Rating: — · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1499.**

100121A

[A@DäC O C, >C#@D46CÔ>D BDÀ](#)

Rating: — · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1500.**

100121H

[A.,3D0iC" AC`>C\\$0](#)

Rating: — · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1501.**

100121G

[BD8046D =Cä5 Cæ0D\\$0CÔ8CP](#)

Rating: — · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1502.**

100135A

[A · Tutorial](#)

Rating: — · first AC: 2013-05-01 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1503.**

100188I

[KITNAMORIROMANTIK · Tutorial](#)

Rating: — · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1504.**

100188H

[10102 · Tutorial](#)

Rating: — · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1505.**

100188B

[AÄ0Drr2iCæ>D 7C,,=CR](#)

Rating: — · first AC: 2013-04-30 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1506.**

100105H

[B B0r4C,,>CÐ](#)

Rating: — · first AC: 2013-04-05 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1507.**

100105C

[A70CæD](#)

Rating: — · first AC: 2013-04-05 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1508.**

100132G

[B\\$CöæD" :CäBCä2](#)

Rating: — · first AC: 2013-04-04 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1509.**

100089A

[A70CæD](#)

Rating: — · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1510.**

100089G

[A4æD r2iC,,BC ;DÄ](#)

Rating: — · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1511.**

100089F

[A450Äæ C4;Cä1C,,=](#)

Rating: — · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1512.**

100089E

[A000=C GCT=C,,O](#)

Rating: — · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1513.**

100089B

[BD00\\$1Cä;](#)

Rating: — · first AC: 2013-03-29 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1514.**

100119C

[C · Tutorial](#)

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

[Aeon's solution](#)

**1515.**

100119A

[A · Tutorial](#)

Rating: — · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1516.**

100119B

[B · Tutorial](#)

Rating: — · first AC: 2013-02-25 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1517.**

100166A

[BD,Cä@](#)

Rating: — · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1518.**

100166G

[B · 0D A B \\$ > D ô = C ,, 5 C Ä 5 C d 4 D 2 2 C T @ D ,, 8 C Ô 0 C Ä 8](#)

Rating: — · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)

**1519.**

100166F

[AD50ia D BD 0](#)

Rating: — · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: —

[Aeon's solution](#)