

Unique solved — ArshiaDadras

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1.

1392B

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2.

1392A

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3.

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4.

302A

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5.

1301A

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6.

1305A

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7.

1284A

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8.

1270A

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9.

1281A

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10.

1257A

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11.

855A

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12.

1189A

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14.

1183A

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15.

1180A

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1185A

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18.

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19.

1148A

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1150A

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21.

1167A

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22.

1159A

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23.

1143A

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24.

1144A

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25.

181A

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26.

421A

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27.

32A

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28.

169A

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29.

873A

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859A

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31.

47A

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32.

426A

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33.

965A

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34.

1139A

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35.

104A

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36.

1136A

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37.

1054A

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38.

1130A

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41.

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42.

1106A

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43.

1108A

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44.

1104A

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45.

248A

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669A

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47.

837A

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48.

1102A

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49.

1099A

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50.

964A

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51.

1097A

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52.

618A

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53.

673A

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54.

678A

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55.

1091A

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56.

1096A

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57.

1085A

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58.

1095A

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59.

1092B

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60.

1092A

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61.

1081A

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62.

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63.

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64.

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66.

34A

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67.

294A

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68.

361A

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69.

1077A

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70.

1013A

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932A

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72.

931A

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73.

1060A

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74.

976A

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75.

177A2

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76.

177A1

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77.

245A

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78.

658A

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79.

867A

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80.

1043A

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81.

1072A

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82.

1028A

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83.

1047A

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84.

1064A

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85.

1065A

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86.

1041A

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87.

1030A

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88.

1038A

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89.

1015A

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90.

1005A

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91.

1017A

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92.

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93.

1006A

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94.

1003A

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95.

49A

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96.

996A

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97.

999A

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98.

992A

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99.

994A

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100.

202A

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101.

988A

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102.

987A

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103.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

104.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

105.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

106.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

107.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

108.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

109.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

110.

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

[ArshiaDadras's solution](#)

111.

952A

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

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[ArshiaDadras's solution](#)

112.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

113.

950A

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

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

[ArshiaDadras's solution](#)

114.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

115.

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

116.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

117.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

118.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

119.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

120.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

121.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

122.

265A

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

Quality: 42,678 global accepts · Rating: 800 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

123.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[ArshiaDadras's solution](#)

124.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

125.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[ArshiaDadras's solution](#)

126.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

127.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

128.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

129.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

130.

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

[ArshiaDadras's solution](#)

131.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

132.

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

[ArshiaDadras's solution](#)

133.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

134.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

135.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

136.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

137.

894A

[QAO](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ArshiaDadras's solution](#)

138.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2017-11-19 · last AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

139.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

140.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

141.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ArshiaDadras's solution](#)

142.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,842 global accepts · Rating: 800 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[ArshiaDadras's solution](#)

143.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

144.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ArshiaDadras's solution](#)

145.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

146.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

147.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

148.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

149.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

150.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

151.

378A

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

Quality: 25,937 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

152.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

153.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

154.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

155.

214A

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

Quality: 42,925 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

156.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

157.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,961 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

158.

822A

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

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

159.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,800 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

160.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[ArshiaDadras's solution](#)

161.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

162.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

163.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

164.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

165.

599A

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

Quality: 31,441 global accepts · Rating: 800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

166.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

167.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

168.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

169.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,258 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

170.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

171.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,682 global accepts · Rating: 800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

172.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

173.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

174.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

175.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

176.

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

[ArshiaDadras's solution](#)

177.

821A

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

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

178.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

179.

266B

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

Quality: 166,115 global accepts · Rating: 800 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[ArshiaDadras's solution](#)

180.

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

181.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,308 global accepts · Rating: 800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

182.

785A

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

Quality: 110,978 global accepts · Rating: 800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

183.

764A

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

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

184.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

185.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

186.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

187.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

188.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[ArshiaDadras's solution](#)

189.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

190.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

191.

748A

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

Quality: 9,347 global accepts · Rating: 800 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

192.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-12-31 · last AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

193.

262A

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

Quality: 22,458 global accepts · Rating: 800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

194.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[ArshiaDadras's solution](#)

195.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

196.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2016-10-30 · last AC: 2016-12-31 · GNU C++ (first AC) · Tags: math

[ArshiaDadras's solution](#)

197.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,225 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

198.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

199.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

200.

581A

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

Quality: 84,972 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

201.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

202.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,567 global accepts · Rating: 800 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

203.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,173 global accepts · Rating: 800 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

204.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

205.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

206.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,974 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

207.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,087 global accepts · Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

208.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,953 global accepts · Rating: 800 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

209.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

210.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 800 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

211.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ArshiaDadras's solution](#)

212.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[ArshiaDadras's solution](#)

213.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[ArshiaDadras's solution](#)

214.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[ArshiaDadras's solution](#)

215.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,112 global accepts · Rating: 800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ArshiaDadras's solution](#)

216.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,559 global accepts · Rating: 800 · first AC: 2016-12-14 · last AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

strings

[ArshiaDadras's solution](#)

217.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-12-07 · last AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

218.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,232 global accepts · Rating: 800 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

219.

228A

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

Quality: 139,841 global accepts · Rating: 800 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

220.

71A

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

Quality: 503,384 global accepts · Rating: 800 · first AC: 2016-12-03 · GNU C++ (first AC) · Tags: strings

[ArshiaDadras's solution](#)

221.

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2016-12-03 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

222.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2016-12-03 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

223.

266A

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

Quality: 244,632 global accepts · Rating: 800 · first AC: 2016-12-02 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

224.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2016-12-02 · GNU C++ (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

225.

110A

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

Quality: 199,538 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

226.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,423 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

227.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,437 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[ArshiaDadras's solution](#)

228.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

229.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,772 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: expression parsing, implementation

[ArshiaDadras's solution](#)

230.

443A

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

Quality: 112,088 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

231.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

232.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

233.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2016-11-30 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

234.

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2016-11-30 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

235.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 800 · first AC: 2016-11-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[ArshiaDadras's solution](#)

236.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,680 global accepts · Rating: 800 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

237.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

238.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,390 global accepts · Rating: 800 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

239.

231A

[Team](#) · [Tutorial](#)

Quality: 430,367 global accepts · Rating: 800 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

240.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

241.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,578 global accepts · Rating: 800 · first AC: 2016-11-18 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

242.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

243.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

244.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

245.

546A

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

Quality: 235,262 global accepts · Rating: 800 · first AC: 2016-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

246.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2016-10-30 · GNU C++ (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

247.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

248.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: brute force, math

[ArshiaDadras's solution](#)

249.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,735 global accepts · Rating: 800 · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: implementation, math, sortings

[ArshiaDadras's solution](#)

250.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,540 global accepts · Rating: 800 · first AC: 2016-10-08 · last AC: 2016-10-08 · GNU C++ (first AC) · Tags: number theory

[ArshiaDadras's solution](#)

251.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

252.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

253.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[ArshiaDadras's solution](#)

254.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

255.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

256.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

257.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

258.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

259.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

260.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

261.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[ArshiaDadras's solution](#)

262.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

263.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ArshiaDadras's solution](#)

264.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

265.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

266.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

267.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2019-03-13 · last AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

268.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ArshiaDadras's solution](#)

269.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

270.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

271.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[ArshiaDadras's solution](#)

272.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[ArshiaDadras's solution](#)

273.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[ArshiaDadras's solution](#)

274.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

275.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[ArshiaDadras's solution](#)

276.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[ArshiaDadras's solution](#)

277.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2019-01-15 · last AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

278.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2019-01-15 · last AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ArshiaDadras's solution](#)

279.

373A

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

Quality: 11,466 global accepts · Rating: 900 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

280.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[ArshiaDadras's solution](#)

281.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

282.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

283.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

284.

205A

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

Quality: 25,230 global accepts · Rating: 900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

285.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

286.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

287.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ArshiaDadras's solution](#)

288.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

289.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

290.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

291.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ArshiaDadras's solution](#)

292.

199A

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

Quality: 30,296 global accepts · Rating: 900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[ArshiaDadras's solution](#)

293.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

294.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

295.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[ArshiaDadras's solution](#)

296.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

297.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

298.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2018-08-21 · last AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

299.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

300.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

301.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

302.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

303.

870A

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

Quality: 10,788 global accepts · Rating: 900 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

304.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

305.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

306.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

307.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

308.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

309.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

310.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[ArshiaDadras's solution](#)

311.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

312.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

313.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,797 global accepts · Rating: 900 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

314.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

315.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

316.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

317.

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

[ArshiaDadras's solution](#)

318.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

319.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

320.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

321.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

322.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

323.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

324.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ArshiaDadras's solution](#)

325.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

326.

879A

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

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

327.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

328.

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

[ArshiaDadras's solution](#)

329.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

330.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,039 global accepts · Rating: 900 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

331.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings

[ArshiaDadras's solution](#)

332.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

333.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

334.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

335.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

336.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

337.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

338.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,068 global accepts · Rating: 900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

339.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

340.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

341.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

342.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

343.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

344.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

345.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[ArshiaDadras's solution](#)

346.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

347.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

348.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

349.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

350.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

351.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,715 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

352.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,398 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

353.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

354.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

355.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,760 global accepts · Rating: 900 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

356.

820A

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

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

[ArshiaDadras's solution](#)

357.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

358.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

359.

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

[ArshiaDadras's solution](#)

360.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

361.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

362.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

363.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

364.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

365.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

366.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

367.

580A

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

Quality: 104,710 global accepts · Rating: 900 · first AC: 2016-12-22 · last AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[ArshiaDadras's solution](#)

368.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

369.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

370.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

371.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-12-23 · last AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[ArshiaDadras's solution](#)

372.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

373.

747B

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

Quality: 9,642 global accepts · Rating: 900 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

374.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: strings
[ArshiaDadras's solution](#)

375.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

376.

96A

[Football](#) · [Tutorial](#)

Quality: 193,684 global accepts · Rating: 900 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

377.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

378.

313A

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

Quality: 65,055 global accepts · Rating: 900 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: implementation, number theory
[ArshiaDadras's solution](#)

379.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[ArshiaDadras's solution](#)

380.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: math

[ArshiaDadras's solution](#)

381.

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

[ArshiaDadras's solution](#)

382.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

383.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

384.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[ArshiaDadras's solution](#)

385.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

386.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

387.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

388.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

389.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

390.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ArshiaDadras's solution](#)

391.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[ArshiaDadras's solution](#)

392.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

393.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,292 global accepts · Rating: 1000 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ArshiaDadras's solution](#)

394.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

395.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

396.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ArshiaDadras's solution](#)

397.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

398.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

399.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

400.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

401.

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

402.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

403.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

404.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ArshiaDadras's solution](#)

405.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

406.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

407.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

408.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,188 global accepts · Rating: 1000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[ArshiaDadras's solution](#)

409.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[ArshiaDadras's solution](#)

410.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

411.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

412.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

413.

221A

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

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

414.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: math

[ArshiaDadras's solution](#)

415.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

416.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

417.

608A

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

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

418.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

419.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

420.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

421.

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

[ArshiaDadras's solution](#)

422.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

423.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

424.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

425.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ArshiaDadras's solution](#)

426.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

427.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

428.

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

429.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

430.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

431.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

432.

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

[ArshiaDadras's solution](#)

433.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

434.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

435.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

436.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

437.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

438.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[ArshiaDadras's solution](#)

439.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

440.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

441.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

442.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

443.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

444.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

445.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,515 global accepts · Rating: 1000 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

446.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ArshiaDadras's solution](#)

447.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

448.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[ArshiaDadras's solution](#)

449.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ArshiaDadras's solution](#)

450.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[ArshiaDadras's solution](#)

451.

165A

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

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

452.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[ArshiaDadras's solution](#)

453.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[ArshiaDadras's solution](#)

454.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

455.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[ArshiaDadras's solution](#)

456.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,862 global accepts · Rating: 1000 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

457.

893B

[Beautiful Divisors](#) · [Tutorial](#)

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

458.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,414 global accepts · Rating: 1000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

459.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

460.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

461.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

462.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

463.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

464.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

465.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ArshiaDadras's solution](#)

466.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ArshiaDadras's solution](#)

467.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

468.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

469.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

470.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[ArshiaDadras's solution](#)

471.

450A

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

Quality: 44,431 global accepts · Rating: 1000 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

472.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

473.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

474.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

475.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

476.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

477.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,845 global accepts · Rating: 1000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

478.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

479.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

480.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

481.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

482.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

483.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

484.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[ArshiaDadras's solution](#)

485.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

486.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

487.

816A

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

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

488.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

489.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

490.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

491.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ArshiaDadras's solution](#)

492.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

493.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[ArshiaDadras's solution](#)

494.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[ArshiaDadras's solution](#)

495.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ArshiaDadras's solution](#)

496.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

497.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

498.

753A

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

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ArshiaDadras's solution](#)

499.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,513 global accepts · Rating: 1000 · first AC: 2016-12-31 · last AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

500.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

501.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

502.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2016-10-31 · last AC: 2016-12-29 · GNU C++ (first AC) · Tags: brute force, math

[ArshiaDadras's solution](#)

503.

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

504.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

505.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

506.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[ArshiaDadras's solution](#)

507.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-12-24 · last AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

508.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[ArshiaDadras's solution](#)

509.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

510.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-12-08 · last AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

511.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

512.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: math

[ArshiaDadras's solution](#)

513.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

514.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,824 global accepts · Rating: 1000 · first AC: 2016-12-03 · GNU C++ (first AC) · Tags: brute force, number theory

[ArshiaDadras's solution](#)

515.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

516.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,948 global accepts · Rating: 1000 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: bitmasks

[ArshiaDadras's solution](#)

517.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

518.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

519.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2016-11-28 · GNU C++ (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

520.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: math

[ArshiaDadras's solution](#)

521.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

522.

118B

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

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

523.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

524.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

525.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

526.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

527.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

528.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

529.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

530.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: math

[ArshiaDadras's solution](#)

531.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

532.

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

[ArshiaDadras's solution](#)

533.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,516 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[ArshiaDadras's solution](#)

534.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[ArshiaDadras's solution](#)

535.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ArshiaDadras's solution](#)

536.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

537.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

538.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ArshiaDadras's solution](#)

539.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ArshiaDadras's solution](#)

540.

1132A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

541.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[ArshiaDadras's solution](#)

542.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

543.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

544.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

545.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ArshiaDadras's solution](#)

546.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[ArshiaDadras's solution](#)

547.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

548.

629B

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

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ArshiaDadras's solution](#)

549.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

550.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[ArshiaDadras's solution](#)

551.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings
[ArshiaDadras's solution](#)

552.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

553.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[ArshiaDadras's solution](#)

554.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

555.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2019-01-08 · last AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

556.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

557.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

558.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

559.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[ArshiaDadras's solution](#)

560.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

561.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

562.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,985 global accepts · Rating: 1100 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

563.

259B

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

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

564.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ArshiaDadras's solution](#)

565.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

566.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[ArshiaDadras's solution](#)

567.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ArshiaDadras's solution](#)

568.

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

569.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

570.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[ArshiaDadras's solution](#)

571.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 1100 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[ArshiaDadras's solution](#)

572.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

573.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

574.

1015C

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

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

575.

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

[ArshiaDadras's solution](#)

576.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ArshiaDadras's solution](#)

577.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-14 · last AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

578.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

579.

592B

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

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

580.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ArshiaDadras's solution](#)

581.

779B

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Quality: 10,712 global accepts · Rating: 1100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

582.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

583.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[ArshiaDadras's solution](#)

584.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[ArshiaDadras's solution](#)

585.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

586.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

587.

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

[ArshiaDadras's solution](#)

588.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

589.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

590.

789A

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

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

591.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

592.

869B

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

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

593.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

594.

950B

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

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

[ArshiaDadras's solution](#)

595.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

596.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[ArshiaDadras's solution](#)

597.

938B

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Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

598.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[ArshiaDadras's solution](#)

599.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[ArshiaDadras's solution](#)

600.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ArshiaDadras's solution](#)

601.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

602.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

603.

300A

[Array](#) · [Tutorial](#)

Quality: 27,230 global accepts · Rating: 1100 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[ArshiaDadras's solution](#)

604.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[ArshiaDadras's solution](#)

605.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ArshiaDadras's solution](#)

606.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

607.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[ArshiaDadras's solution](#)

608.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ArshiaDadras's solution](#)

609.

877A

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

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

610.

898B

[Proper Nutrition](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

611.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

612.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

613.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

614.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

615.

558A

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

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[ArshiaDadras's solution](#)

616.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[ArshiaDadras's solution](#)

617.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

618.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

619.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

620.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[ArshiaDadras's solution](#)

621.

723B

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622.

483A

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623.

714A

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624.

733B

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625.

463B

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626.

368B

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627.

527A

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628.

471A

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629.

706B

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630.

719A

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631.

570A

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632.

349A

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Quality: 33,731 global accepts · Rating: 1100 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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633.

488A

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634.

651A

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635.

313B

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636.

675A

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Quality: 15,575 global accepts · Rating: 1100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math

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637.

638A

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638.

467B

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639.

519B

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640.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

641.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

642.

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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643.

834B

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Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

644.

825A

[Binary Protocol](#) · [Tutorial](#)

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[ArshiaDadras's solution](#)

645.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2017-02-01 · last AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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646.

285A

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Quality: 14,139 global accepts · Rating: 1100 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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647.

755B

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

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[ArshiaDadras's solution](#)

648.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[ArshiaDadras's solution](#)

649.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ArshiaDadras's solution](#)

650.

253A

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Quality: 12,151 global accepts · Rating: 1100 · first AC: 2016-12-31 · last AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

651.

544A

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Quality: 8,811 global accepts · Rating: 1100 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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652.

365B

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653.

712B

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Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

654.

25B

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Quality: 11,256 global accepts · Rating: 1100 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

655.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

656.

82A

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Quality: 32,237 global accepts · Rating: 1100 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

657.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2016-11-26 · last AC: 2016-11-26 · GNU C++ (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

658.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2016-11-17 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[ArshiaDadras's solution](#)

659.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: geometry, implementation, math

[ArshiaDadras's solution](#)

660.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-10-26 · GNU C++ (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

661.

630D

[Hexagons!](#) · [Tutorial](#)

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[ArshiaDadras's solution](#)

662.

1392C

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

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[ArshiaDadras's solution](#)

663.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

664.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

665.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ArshiaDadras's solution](#)

666.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

667.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ArshiaDadras's solution](#)

668.

302B

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

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ArshiaDadras's solution](#)

669.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[ArshiaDadras's solution](#)

670.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

671.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ArshiaDadras's solution](#)

672.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ArshiaDadras's solution](#)

673.

1203B

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Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

674.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ArshiaDadras's solution](#)

675.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ArshiaDadras's solution](#)

676.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

677.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ArshiaDadras's solution](#)

678.

1149A

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Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ArshiaDadras's solution](#)

679.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[ArshiaDadras's solution](#)

680.

1140D

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681.

1140B

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682.

1133C

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683.

180F

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Quality: 2,840 global accepts · Rating: 1200 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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684.

171A

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Quality: 5,067 global accepts · Rating: 1200 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms

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685.

1042B

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Quality: 19,152 global accepts · Rating: 1200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

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686.

1131C

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Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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687.

961B

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Quality: 26,349 global accepts · Rating: 1200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

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688.

1118B

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Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

689.

958C1

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Quality: 3,180 global accepts · Rating: 1200 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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690.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

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691.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2019-01-15 · last AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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692.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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693.

1051A

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Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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694.

754A

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695.

1100C

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Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
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696.

1076B

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Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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697.

1015B

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[ArshiaDadras's solution](#)

698.

1102C

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699.

387B

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Quality: 12,970 global accepts · Rating: 1200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers
[ArshiaDadras's solution](#)

700.

1011B

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Quality: 11,031 global accepts · Rating: 1200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[ArshiaDadras's solution](#)

701.

1027B

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Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

702.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers
[ArshiaDadras's solution](#)

703.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[ArshiaDadras's solution](#)

704.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ArshiaDadras's solution](#)

705.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

706.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ArshiaDadras's solution](#)

707.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[ArshiaDadras's solution](#)

708.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

709.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[ArshiaDadras's solution](#)

710.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

711.

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

[ArshiaDadras's solution](#)

712.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

713.

625B

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

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ArshiaDadras's solution](#)

714.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

715.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

716.

1082A

[Vasya and Book](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

717.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

718.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

719.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2018-11-21 · last AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ArshiaDadras's solution](#)

720.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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721.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-12-08 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

722.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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723.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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724.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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725.

1023C

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Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

726.

1064B

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Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

727.

522A

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Quality: 18,830 global accepts · Rating: 1200 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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728.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ArshiaDadras's solution](#)

729.

1023A

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Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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730.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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731.

1006C

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Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

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732.

1006B

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[ArshiaDadras's solution](#)

733.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ArshiaDadras's solution](#)

734.

1000A

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Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

735.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ArshiaDadras's solution](#)

736.

999C

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Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

737.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ArshiaDadras's solution](#)

738.

875A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ArshiaDadras's solution](#)

739.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

740.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

741.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

742.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[ArshiaDadras's solution](#)

743.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ArshiaDadras's solution](#)

744.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

745.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

746.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

747.

651B

[Beautiful Paintings](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

748.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[ArshiaDadras's solution](#)

749.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: sortings
[ArshiaDadras's solution](#)

750.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[ArshiaDadras's solution](#)

751.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

752.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[ArshiaDadras's solution](#)

753.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[ArshiaDadras's solution](#)

754.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

755.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

756.

743B

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

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[ArshiaDadras's solution](#)

757.

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
[ArshiaDadras's solution](#)

758.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force,

implementation

[ArshiaDadras's solution](#)

759.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[ArshiaDadras's solution](#)

760.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

761.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[ArshiaDadras's solution](#)

762.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

763.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

764.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

765.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ArshiaDadras's solution](#)

766.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ArshiaDadras's solution](#)

767.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

768.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[ArshiaDadras's solution](#)

769.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

770.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

771.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

772.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1200 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

773.

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

[ArshiaDadras's solution](#)

774.

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

[ArshiaDadras's solution](#)

775.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

776.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[ArshiaDadras's solution](#)

777.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-18 · last AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[ArshiaDadras's solution](#)

778.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

779.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ArshiaDadras's solution](#)

780.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

781.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2017-09-17 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[ArshiaDadras's solution](#)

782.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[ArshiaDadras's solution](#)

783.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

784.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ArshiaDadras's solution](#)

785.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

786.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

787.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

788.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ArshiaDadras's solution](#)

789.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[ArshiaDadras's solution](#)

790.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2017-02-18 · last AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[ArshiaDadras's solution](#)

791.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

792.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

793.

749B

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

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[ArshiaDadras's solution](#)

794.

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

795.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

796.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

797.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2016-12-01 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[ArshiaDadras's solution](#)

798.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

799.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2016-11-19 · GNU C++ (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

800.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

801.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

802.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

803.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

804.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

805.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

806.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

807.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[ArshiaDadras's solution](#)

808.

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[ArshiaDadras's solution](#)

809.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

810.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ArshiaDadras's solution](#)

811.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

812.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

813.

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

814.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

815.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics

[ArshiaDadras's solution](#)

816.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[ArshiaDadras's solution](#)

817.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

818.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ArshiaDadras's solution](#)

819.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ArshiaDadras's solution](#)

820.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[ArshiaDadras's solution](#)

821.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ArshiaDadras's solution](#)

822.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[ArshiaDadras's solution](#)

823.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[ArshiaDadras's solution](#)

824.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

825.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2019-01-14 · last AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[ArshiaDadras's solution](#)

826.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[ArshiaDadras's solution](#)

827.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers
[ArshiaDadras's solution](#)

828.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

829.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

830.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

831.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[ArshiaDadras's solution](#)

832.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

833.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

834.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

835.

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

[ArshiaDadras's solution](#)

836.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

837.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

838.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

839.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

840.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[ArshiaDadras's solution](#)

841.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

842.

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

[ArshiaDadras's solution](#)

843.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,185 global accepts · Rating: 1300 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ArshiaDadras's solution](#)

844.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2016-12-07 · last AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[ArshiaDadras's solution](#)

845.

330B

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

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ArshiaDadras's solution](#)

846.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[ArshiaDadras's solution](#)

847.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · last AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

848.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

849.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[ArshiaDadras's solution](#)

850.

962B

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

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-06-28 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

851.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-06-11 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

852.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

853.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[ArshiaDadras's solution](#)

854.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

855.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ArshiaDadras's solution](#)

856.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-25 · last AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

857.

1038C

[Gambling](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

858.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[ArshiaDadras's solution](#)

859.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

860.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

861.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory, strings

[ArshiaDadras's solution](#)

862.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation

[ArshiaDadras's solution](#)

863.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · last AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

864.

1008C

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

Rating: 1300 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

865.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ArshiaDadras's solution](#)

866.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

867.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ArshiaDadras's solution](#)

868.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

869.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[ArshiaDadras's solution](#)

870.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ArshiaDadras's solution](#)

871.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

872.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2017-11-16 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[ArshiaDadras's solution](#)

873.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

874.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[ArshiaDadras's solution](#)

875.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

876.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

877.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2018-01-21 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

878.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

879.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[ArshiaDadras's solution](#)

880.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

881.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

882.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ArshiaDadras's solution](#)

883.

276B

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

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[ArshiaDadras's solution](#)

884.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

885.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[ArshiaDadras's solution](#)

886.

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

[ArshiaDadras's solution](#)

887.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

888.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[ArshiaDadras's solution](#)

889.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

890.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,537 global accepts · Rating: 1300 · first AC: 2017-11-11 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

891.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[ArshiaDadras's solution](#)

892.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

893.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

894.

862B

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

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

895.

4C

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

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[ArshiaDadras's solution](#)

896.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[ArshiaDadras's solution](#)

897.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[ArshiaDadras's solution](#)

898.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ArshiaDadras's solution](#)

899.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[ArshiaDadras's solution](#)

900.

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ArshiaDadras's solution](#)

901.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[ArshiaDadras's solution](#)

902.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2017-02-18 · last AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[ArshiaDadras's solution](#)

903.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[ArshiaDadras's solution](#)

904.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[ArshiaDadras's solution](#)

905.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[ArshiaDadras's solution](#)

906.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2016-12-04 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings
[ArshiaDadras's solution](#)

907.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2016-11-30 · GNU C++ (first AC) · Tags: combinatorics
[ArshiaDadras's solution](#)

908.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-28 · GNU C++ (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

909.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games
[ArshiaDadras's solution](#)

910.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[ArshiaDadras's solution](#)

911.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[ArshiaDadras's solution](#)

912.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[ArshiaDadras's solution](#)

913.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

914.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ArshiaDadras's solution](#)

915.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[ArshiaDadras's solution](#)

916.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math,

sortings

[ArshiaDadras's solution](#)

917.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

918.

1284B

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

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

[ArshiaDadras's solution](#)

919.

1270C

[Make Good](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

920.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ArshiaDadras's solution](#)

921.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

922.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[ArshiaDadras's solution](#)

923.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

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924.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[ArshiaDadras's solution](#)

925.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-06 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[ArshiaDadras's solution](#)

926.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

927.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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928.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ArshiaDadras's solution](#)

929.

516A

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

Rating: 1400 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[ArshiaDadras's solution](#)

930.

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
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931.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
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932.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
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933.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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934.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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935.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
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936.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[ArshiaDadras's solution](#)

937.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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938.

677B

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Quality: 7,920 global accepts · Rating: 1400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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939.

472C

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Quality: 6,517 global accepts · Rating: 1400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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940.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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941.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

942.

272B

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

Quality: 4,290 global accepts · Rating: 1400 · first AC: 2019-02-26 · last AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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943.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ArshiaDadras's solution](#)

944.

1103A

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Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[ArshiaDadras's solution](#)

945.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[ArshiaDadras's solution](#)

946.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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947.

493B

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Quality: 14,069 global accepts · Rating: 1400 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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948.

719B

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Quality: 8,819 global accepts · Rating: 1400 · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

949.

679A

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[ArshiaDadras's solution](#)

950.

1102B

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Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

951.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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952.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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953.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

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954.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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955.

1091C

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

[ArshiaDadras's solution](#)

956.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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957.

174B

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Quality: 2,515 global accepts · Rating: 1400 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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958.

44E

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Quality: 6,117 global accepts · Rating: 1400 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

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959.

1061B

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Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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960.

448B

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Quality: 17,316 global accepts · Rating: 1400 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

961.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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962.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

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963.

1046F

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Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-25 · last AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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964.

475B

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Quality: 9,249 global accepts · Rating: 1400 · first AC: 2018-09-10 · last AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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965.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2018-08-05 · last AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

966.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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967.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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968.

996D

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Rating: 1400 · first AC: 2018-06-28 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[ArshiaDadras's solution](#)

969.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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970.

277A

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Quality: 21,584 global accepts · Rating: 1400 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

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971.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

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972.

994B

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Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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973.

401C

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Quality: 21,703 global accepts · Rating: 1400 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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974.

414B

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Quality: 29,192 global accepts · Rating: 1400 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

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975.

120F

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Quality: 4,129 global accepts · Rating: 1400 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

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976.

988C

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

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977.

987C

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Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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978.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

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979.

978E

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980.

977D

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Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

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981.

851B

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Quality: 5,892 global accepts · Rating: 1400 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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982.

125A

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983.

955B

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984.

954B

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Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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985.

940B

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Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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986.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

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987.

550B

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988.

445B

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Quality: 14,765 global accepts · Rating: 1400 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

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989.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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990.

762A

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991.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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992.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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993.

514B

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Quality: 22,638 global accepts · Rating: 1400 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

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994.

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

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995.

150A

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Quality: 8,595 global accepts · Rating: 1400 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

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996.

698A

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Quality: 37,956 global accepts · Rating: 1400 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

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997.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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998.

430B

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Quality: 4,120 global accepts · Rating: 1400 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

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999.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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1000.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

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1001.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ArshiaDadras's solution](#)

1002.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1003.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[ArshiaDadras's solution](#)

1004.

602B

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

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[ArshiaDadras's solution](#)

1005.

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2017-10-27 · last AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[ArshiaDadras's solution](#)

1006.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ArshiaDadras's solution](#)

1007.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ArshiaDadras's solution](#)

1008.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2017-09-30 · last AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[ArshiaDadras's solution](#)

1009.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

1010.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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1011.

632B

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Quality: 4,391 global accepts · Rating: 1400 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[ArshiaDadras's solution](#)

1012.

279B

[Books](#) · [Tutorial](#)

Quality: 72,461 global accepts · Rating: 1400 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[ArshiaDadras's solution](#)**1013.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)**1014.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-10-21 · GNU C++ (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)**1015.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ArshiaDadras's solution](#)**1016.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)**1017.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ArshiaDadras's solution](#)**1018.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)**1019.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)**1020.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)**1021.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[ArshiaDadras's solution](#)

1022.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[ArshiaDadras's solution](#)

1023.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ArshiaDadras's solution](#)

1024.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[ArshiaDadras's solution](#)

1025.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[ArshiaDadras's solution](#)

1026.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

1027.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ArshiaDadras's solution](#)

1028.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

1029.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1030.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

1031.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1032.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ArshiaDadras's solution](#)

1033.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs
[ArshiaDadras's solution](#)

1034.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[ArshiaDadras's solution](#)

1035.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ArshiaDadras's solution](#)

1036.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ArshiaDadras's solution](#)

1037.

1166C

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

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[ArshiaDadras's solution](#)

1038.

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[ArshiaDadras's solution](#)

1039.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[ArshiaDadras's solution](#)

1040.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ArshiaDadras's solution](#)

1041.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

1042.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

1043.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1044.

1136C

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

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ArshiaDadras's solution](#)

1045.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2019-03-10 · last AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[ArshiaDadras's solution](#)

1046.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[ArshiaDadras's solution](#)

1047.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ArshiaDadras's solution](#)

1048.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

1049.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

1050.

771A

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

Quality: 17,733 global accepts · Rating: 1500 · first AC: 2019-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1051.

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

1052.

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: sortings

[ArshiaDadras's solution](#)

1053.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1054.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[ArshiaDadras's solution](#)

1055.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[ArshiaDadras's solution](#)

1056.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

1057.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ArshiaDadras's solution](#)

1058.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ArshiaDadras's solution](#)

1059.

268C

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

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

1060.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

1061.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ArshiaDadras's solution](#)

1062.

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

[ArshiaDadras's solution](#)

1063.

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

[ArshiaDadras's solution](#)

1064.

276C

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

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ArshiaDadras's solution](#)

1065.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[ArshiaDadras's solution](#)

1066.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1067.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ArshiaDadras's solution](#)

1068.

576A

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

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1069.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1070.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2018-11-02 · last AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1071.

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

[ArshiaDadras's solution](#)

1072.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1073.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ArshiaDadras's solution](#)

1074.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[ArshiaDadras's solution](#)

1075.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-01 · last AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ArshiaDadras's solution](#)

1076.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

1077.

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1078.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1079.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2018-06-28 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

1080.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2018-06-28 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

1081.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1082.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ArshiaDadras's solution](#)

1083.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

1084.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1085.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1500 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1086.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · last AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1087.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1088.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2018-06-06 · last AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1089.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1090.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ArshiaDadras's solution](#)

1091.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ArshiaDadras's solution](#)

1092.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

1093.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[ArshiaDadras's solution](#)

1094.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1095.

959C

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

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[ArshiaDadras's solution](#)

1096.

770C

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

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[ArshiaDadras's solution](#)

1097.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[ArshiaDadras's solution](#)

1098.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[ArshiaDadras's solution](#)

1099.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ArshiaDadras's solution](#)

1100.

877B

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

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[ArshiaDadras's solution](#)

1101.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths
[ArshiaDadras's solution](#)

1102.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[ArshiaDadras's solution](#)

1103.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ArshiaDadras's solution](#)

1104.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,934 global accepts · Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[ArshiaDadras's solution](#)

1105.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[ArshiaDadras's solution](#)

1106.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ArshiaDadras's solution](#)

1107.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1108.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1109.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ArshiaDadras's solution](#)

1110.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

1111.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[ArshiaDadras's solution](#)

1112.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1113.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ArshiaDadras's solution](#)

1114.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

1115.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1116.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-07-01 · last AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[ArshiaDadras's solution](#)

1117.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[ArshiaDadras's solution](#)

1118.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2017-02-18 · last AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1119.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ArshiaDadras's solution](#)

1120.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2017-01-31 · last AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[ArshiaDadras's solution](#)

1121.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2017-01-02 · last AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[ArshiaDadras's solution](#)

1122.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[ArshiaDadras's solution](#)

1123.

748B

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

Quality: 5,558 global accepts · Rating: 1500 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ArshiaDadras's solution](#)

1124.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[ArshiaDadras's solution](#)

1125.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[ArshiaDadras's solution](#)

1126.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[ArshiaDadras's solution](#)

1127.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1128.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1129.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1130.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1131.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[ArshiaDadras's solution](#)

1132.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-11 · last AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1133.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

1134.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[ArshiaDadras's solution](#)

1135.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ArshiaDadras's solution](#)

1136.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ArshiaDadras's solution](#)

1137.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ArshiaDadras's solution](#)

1138.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ArshiaDadras's solution](#)

1139.

369C

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

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1140.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

1141.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1142.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1143.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ArshiaDadras's solution](#)

1144.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[ArshiaDadras's solution](#)

1145.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[ArshiaDadras's solution](#)

1146.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[ArshiaDadras's solution](#)

1147.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[ArshiaDadras's solution](#)

1148.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[ArshiaDadras's solution](#)

1149.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[ArshiaDadras's solution](#)

1150.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ArshiaDadras's solution](#)

1151.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ArshiaDadras's solution](#)

1152.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

1153.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

1154.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

1155.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

1156.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ArshiaDadras's solution](#)

1157.

780C

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

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[ArshiaDadras's solution](#)

1158.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[ArshiaDadras's solution](#)

1159.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

1160.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, number theory

[ArshiaDadras's solution](#)

1161.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[ArshiaDadras's solution](#)

1162.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ArshiaDadras's solution](#)

1163.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ArshiaDadras's solution](#)

1164.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[ArshiaDadras's solution](#)

1165.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[ArshiaDadras's solution](#)

1166.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1167.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[ArshiaDadras's solution](#)

1168.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[ArshiaDadras's solution](#)

1169.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[ArshiaDadras's solution](#)

1170.

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

[ArshiaDadras's solution](#)

1171.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[ArshiaDadras's solution](#)

1172.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1173.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ArshiaDadras's solution](#)

1174.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[ArshiaDadras's solution](#)

1175.

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

[ArshiaDadras's solution](#)

1176.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1177.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

1178.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[ArshiaDadras's solution](#)

1179.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1180.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

1181.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

1182.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1183.

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

[ArshiaDadras's solution](#)

1184.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ArshiaDadras's solution](#)

1185.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1186.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1187.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[ArshiaDadras's solution](#)

1188.

657A

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

Rating: 1600 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[ArshiaDadras's solution](#)

1189.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[ArshiaDadras's solution](#)

1190.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-11 · last AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

1191.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ArshiaDadras's solution](#)

1192.

477A

[Dreagoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

1193.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-18 · last AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[ArshiaDadras's solution](#)

1194.

742D

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

Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu
[ArshiaDadras's solution](#)

1195.

742C

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

Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[ArshiaDadras's solution](#)

1196.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

1197.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

1198.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-17 · last AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[ArshiaDadras's solution](#)

1199.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

1200.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[ArshiaDadras's solution](#)

1201.

986A

[Fair](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

1202.

447C

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

Quality: 1600 · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1203.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

1204.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1205.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1206.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

1207.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

1208.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing

[ArshiaDadras's solution](#)

1209.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[ArshiaDadras's solution](#)

1210.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[ArshiaDadras's solution](#)

1211.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-11 · last AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[ArshiaDadras's solution](#)

1212.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

shortest paths

[ArshiaDadras's solution](#)

1213.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ArshiaDadras's solution](#)

1214.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

1215.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[ArshiaDadras's solution](#)

1216.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-12-17 · last AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1217.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1218.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[ArshiaDadras's solution](#)

1219.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[ArshiaDadras's solution](#)

1220.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[ArshiaDadras's solution](#)

1221.

888D

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

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

1222.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1223.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ArshiaDadras's solution](#)

1224.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[ArshiaDadras's solution](#)

1225.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[ArshiaDadras's solution](#)

1226.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1227.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1228.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

1229.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[ArshiaDadras's solution](#)

1230.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[ArshiaDadras's solution](#)

1231.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ArshiaDadras's solution](#)

1232.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ArshiaDadras's solution](#)

1233.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ArshiaDadras's solution](#)

1234.

1314A

[Recommendations](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

1235.

1292B

[Aroma's Search](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

1236.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ArshiaDadras's solution](#)

1237.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1238.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ArshiaDadras's solution](#)

1239.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

1240.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ArshiaDadras's solution](#)

1241.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[ArshiaDadras's solution](#)

1242.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1243.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[ArshiaDadras's solution](#)

1244.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[ArshiaDadras's solution](#)

1245.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[ArshiaDadras's solution](#)

1246.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[ArshiaDadras's solution](#)

1247.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

1248.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ArshiaDadras's solution](#)

1249.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ArshiaDadras's solution](#)

1250.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2019-02-07 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[ArshiaDadras's solution](#)

1251.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2019-05-10 · last AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[ArshiaDadras's solution](#)

1252.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

1253.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[ArshiaDadras's solution](#)

1254.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1255.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

1256.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1257.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[ArshiaDadras's solution](#)

1258.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

1259.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

1260.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

1261.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ArshiaDadras's solution](#)

1262.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-20 · last AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

1263.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

1264.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[ArshiaDadras's solution](#)

1265.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

1266.

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[ArshiaDadras's solution](#)

1267.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ArshiaDadras's solution](#)

1268.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[ArshiaDadras's solution](#)

1269.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[ArshiaDadras's solution](#)

1270.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ArshiaDadras's solution](#)

1271.

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

[ArshiaDadras's solution](#)

1272.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

1273.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[ArshiaDadras's solution](#)

1274.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ArshiaDadras's solution](#)

1275.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[ArshiaDadras's solution](#)

1276.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ArshiaDadras's solution](#)

1277.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2018-12-01 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ArshiaDadras's solution](#)

1278.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[ArshiaDadras's solution](#)

1279.

828C

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

Rating: 1700 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[ArshiaDadras's solution](#)

1280.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ArshiaDadras's solution](#)

1281.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ArshiaDadras's solution](#)

1282.

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
[ArshiaDadras's solution](#)

1283.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[ArshiaDadras's solution](#)

1284.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[ArshiaDadras's solution](#)

1285.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1286.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1287.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ArshiaDadras's solution](#)

1288.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[ArshiaDadras's solution](#)

1289.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-12 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

1290.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[ArshiaDadras's solution](#)

1291.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-31 · last AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[ArshiaDadras's solution](#)

1292.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ArshiaDadras's solution](#)

1293.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1294.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[ArshiaDadras's solution](#)

1295.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ArshiaDadras's solution](#)

1296.

990D

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

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ArshiaDadras's solution](#)

1297.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1298.

202B

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

Quality: 857 global accepts · Rating: 1700 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

1299.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-02 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ArshiaDadras's solution](#)

1300.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ArshiaDadras's solution](#)

1301.

798C

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

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[ArshiaDadras's solution](#)

1302.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1303.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

1304.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[ArshiaDadras's solution](#)

1305.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

1306.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1307.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[ArshiaDadras's solution](#)

1308.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

1309.

276D

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

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[ArshiaDadras's solution](#)

1310.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[ArshiaDadras's solution](#)

1311.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ArshiaDadras's solution](#)

1312.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

1313.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1314.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[ArshiaDadras's solution](#)

1315.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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1316.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1317.

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

[ArshiaDadras's solution](#)

1318.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[ArshiaDadras's solution](#)

1319.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[ArshiaDadras's solution](#)

1320.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ArshiaDadras's solution](#)

1321.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ArshiaDadras's solution](#)

1322.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1323.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-10-17 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ArshiaDadras's solution](#)

1324.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[ArshiaDadras's solution](#)

1325.

270D

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

Rating: 1700 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1326.

546D

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

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[ArshiaDadras's solution](#)

1327.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

1328.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1329.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2016-11-30 · GNU C++ (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1330.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[ArshiaDadras's solution](#)

1331.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[ArshiaDadras's solution](#)

1332.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[ArshiaDadras's solution](#)

1333.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ArshiaDadras's solution](#)

1334.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[ArshiaDadras's solution](#)

1335.

302C

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

Rating: 1800 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1336.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ArshiaDadras's solution](#)

1337.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ArshiaDadras's solution](#)

1338.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ArshiaDadras's solution](#)

1339.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ArshiaDadras's solution](#)

1340.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1341.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-11-12 · last AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ArshiaDadras's solution](#)

1342.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[ArshiaDadras's solution](#)

1343.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[ArshiaDadras's solution](#)

1344.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ArshiaDadras's solution](#)

1345.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ArshiaDadras's solution](#)

1346.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1347.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1348.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[ArshiaDadras's solution](#)

1349.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

1350.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

1351.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[ArshiaDadras's solution](#)

1352.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[ArshiaDadras's solution](#)

1353.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[ArshiaDadras's solution](#)

1354.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

1355.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[ArshiaDadras's solution](#)

1356.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[ArshiaDadras's solution](#)

1357.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[ArshiaDadras's solution](#)

1358.

1136D

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

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

[ArshiaDadras's solution](#)

1359.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[ArshiaDadras's solution](#)

1360.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[ArshiaDadras's solution](#)

1361.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[ArshiaDadras's solution](#)

1362.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[ArshiaDadras's solution](#)

1363.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[ArshiaDadras's solution](#)

1364.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[ArshiaDadras's solution](#)

1365.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[ArshiaDadras's solution](#)

1366.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-01-01 · last AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ArshiaDadras's solution](#)

1367.

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

[ArshiaDadras's solution](#)

1368.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

1369.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

1370.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[ArshiaDadras's solution](#)

1371.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ArshiaDadras's solution](#)

1372.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · last AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[ArshiaDadras's solution](#)

1373.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ArshiaDadras's solution](#)

1374.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1375.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-12-01 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[ArshiaDadras's solution](#)

1376.

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

[ArshiaDadras's solution](#)

1377.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[ArshiaDadras's solution](#)

1378.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[ArshiaDadras's solution](#)

1379.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

1380.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 1800 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1381.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[ArshiaDadras's solution](#)

1382.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[ArshiaDadras's solution](#)

1383.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[ArshiaDadras's solution](#)

1384.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ArshiaDadras's solution](#)

1385.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1386.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2018-09-26 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1387.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[ArshiaDadras's solution](#)

1388.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[ArshiaDadras's solution](#)

1389.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[ArshiaDadras's solution](#)

1390.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-14 · last AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

1391.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2018-09-08 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[ArshiaDadras's solution](#)

1392.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1393.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1394.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[ArshiaDadras's solution](#)

1395.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2018-08-11 · last AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[ArshiaDadras's solution](#)

1396.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · last AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[ArshiaDadras's solution](#)

1397.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ArshiaDadras's solution](#)

1398.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1399.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[ArshiaDadras's solution](#)

1400.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[ArshiaDadras's solution](#)

1401.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[ArshiaDadras's solution](#)

1402.

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
[ArshiaDadras's solution](#)

1403.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2018-06-01 · last AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ArshiaDadras's solution](#)

1404.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[ArshiaDadras's solution](#)

1405.

987E

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

Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

1406.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[ArshiaDadras's solution](#)

1407.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ArshiaDadras's solution](#)

1408.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities
[ArshiaDadras's solution](#)

1409.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · last AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1410.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[ArshiaDadras's solution](#)

1411.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[ArshiaDadras's solution](#)

1412.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[ArshiaDadras's solution](#)

1413.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2018-01-24 · last AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[ArshiaDadras's solution](#)

1414.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[ArshiaDadras's solution](#)

1415.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · last AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ArshiaDadras's solution](#)

1416.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2017-12-21 · last AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ArshiaDadras's solution](#)

1417.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[ArshiaDadras's solution](#)

1418.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

1419.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1420.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1421.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2017-11-27 · last AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ArshiaDadras's solution](#)

1422.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1800 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ArshiaDadras's solution](#)

1423.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[ArshiaDadras's solution](#)

1424.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

1425.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1426.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

1427.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[ArshiaDadras's solution](#)

1428.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[ArshiaDadras's solution](#)

1429.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1430.

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search, two pointers

[ArshiaDadras's solution](#)

1431.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ArshiaDadras's solution](#)

1432.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[ArshiaDadras's solution](#)

1433.

1270D

[Strange Device](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

1434.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1435.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1436.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[ArshiaDadras's solution](#)

1437.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[ArshiaDadras's solution](#)

1438.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1439.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ArshiaDadras's solution](#)

1440.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[ArshiaDadras's solution](#)

1441.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[ArshiaDadras's solution](#)

1442.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1443.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[ArshiaDadras's solution](#)

1444.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1445.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ArshiaDadras's solution](#)

1446.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ArshiaDadras's solution](#)

1447.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[ArshiaDadras's solution](#)

1448.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

1449.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[ArshiaDadras's solution](#)

1450.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[ArshiaDadras's solution](#)

1451.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[ArshiaDadras's solution](#)

1452.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-05-04 · last AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[ArshiaDadras's solution](#)

1453.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[ArshiaDadras's solution](#)

1454.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[ArshiaDadras's solution](#)

1455.

1141G

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

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-20 · last AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[ArshiaDadras's solution](#)

1456.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ArshiaDadras's solution](#)

1457.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1458.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2019-03-13 · last AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[ArshiaDadras's solution](#)

1459.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[ArshiaDadras's solution](#)

1460.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[ArshiaDadras's solution](#)

1461.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ArshiaDadras's solution](#)

1462.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-02-14 · last AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ArshiaDadras's solution](#)

1463.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1464.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ArshiaDadras's solution](#)

1465.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1466.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1467.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[ArshiaDadras's solution](#)

1468.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1469.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[ArshiaDadras's solution](#)

1470.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1471.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[ArshiaDadras's solution](#)

1472.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · last AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[ArshiaDadras's solution](#)

1473.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

1474.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[ArshiaDadras's solution](#)

1475.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings
[ArshiaDadras's solution](#)

1476.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2018-11-27 · last AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities
[ArshiaDadras's solution](#)

1477.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[ArshiaDadras's solution](#)

1478.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ArshiaDadras's solution](#)

1479.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

1480.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2018-11-01 · last AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[ArshiaDadras's solution](#)

1481.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp

[ArshiaDadras's solution](#)

1482.

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

[ArshiaDadras's solution](#)

1483.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1484.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[ArshiaDadras's solution](#)

1485.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ArshiaDadras's solution](#)

1486.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[ArshiaDadras's solution](#)

1487.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

1488.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[ArshiaDadras's solution](#)

1489.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2018-08-21 · last AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1490.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[ArshiaDadras's solution](#)

1491.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, meet-in-

the-middle, sortings

[ArshiaDadras's solution](#)

1492.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[ArshiaDadras's solution](#)

1493.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2018-08-31 · last AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[ArshiaDadras's solution](#)

1494.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-26 · last AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ArshiaDadras's solution](#)

1495.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2018-08-09 · last AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1496.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[ArshiaDadras's solution](#)

1497.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-12 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[ArshiaDadras's solution](#)

1498.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1499.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1500.

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1501.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

1502.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2018-07-16 · last AC: 2018-07-16 · GNU C++11 (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1503.

1000D

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

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

1504.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[ArshiaDadras's solution](#)

1505.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2018-06-23 · last AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[ArshiaDadras's solution](#)

1506.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ArshiaDadras's solution](#)

1507.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[ArshiaDadras's solution](#)

1508.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-06-13 · last AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ArshiaDadras's solution](#)

1509.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-06-08 · last AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[ArshiaDadras's solution](#)

1510.

505C

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

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[ArshiaDadras's solution](#)

1511.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2018-06-08 · last AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[ArshiaDadras's solution](#)

1512.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[ArshiaDadras's solution](#)

1513.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[ArshiaDadras's solution](#)

1514.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ArshiaDadras's solution](#)

1515.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

1516.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[ArshiaDadras's solution](#)

1517.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ArshiaDadras's solution](#)

1518.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · last AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

[ArshiaDadras's solution](#)

1519.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

1520.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, sortings

[ArshiaDadras's solution](#)

1521.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[ArshiaDadras's solution](#)

1522.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ArshiaDadras's solution](#)

1523.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2018-02-25 · last AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[ArshiaDadras's solution](#)

1524.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ArshiaDadras's solution](#)

1525.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1526.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1527.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2018-01-11 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1528.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2017-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

1529.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[ArshiaDadras's solution](#)

1530.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ArshiaDadras's solution](#)

1531.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1532.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ArshiaDadras's solution](#)

1533.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ArshiaDadras's solution](#)

1534.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1535.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[ArshiaDadras's solution](#)

1536.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)

1537.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[ArshiaDadras's solution](#)

1538.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[ArshiaDadras's solution](#)

1539.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ArshiaDadras's solution](#)

1540.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ArshiaDadras's solution](#)

1541.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ArshiaDadras's solution](#)

1542.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ArshiaDadras's solution](#)

1543.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ArshiaDadras's solution](#)

1544.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[ArshiaDadras's solution](#)

1545.

855C

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

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2018-06-03 · last AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ArshiaDadras's solution](#)

1546.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ArshiaDadras's solution](#)

1547.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ArshiaDadras's solution](#)

1548.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

1549.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[ArshiaDadras's solution](#)

1550.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2019-06-02 · last AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ArshiaDadras's solution](#)

1551.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[ArshiaDadras's solution](#)

1552.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[ArshiaDadras's solution](#)

1553.

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[ArshiaDadras's solution](#)

1554.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation
[ArshiaDadras's solution](#)

1555.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[ArshiaDadras's solution](#)

1556.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[ArshiaDadras's solution](#)

1557.

572D

[Minimization](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[ArshiaDadras's solution](#)

1558.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[ArshiaDadras's solution](#)

1559.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2019-05-05 · last AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings
[ArshiaDadras's solution](#)

1560.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[ArshiaDadras's solution](#)

1561.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[ArshiaDadras's solution](#)

1562.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[ArshiaDadras's solution](#)

1563.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2019-03-19 · Python 3 (first AC) · Tags: *special

[ArshiaDadras's solution](#)

1564.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

1565.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[ArshiaDadras's solution](#)

1566.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1567.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ArshiaDadras's solution](#)

1568.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ArshiaDadras's solution](#)

1569.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[ArshiaDadras's solution](#)

1570.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[ArshiaDadras's solution](#)

1571.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

1572.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1573.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ArshiaDadras's solution](#)

1574.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

1575.

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

[ArshiaDadras's solution](#)

1576.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1577.

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

[ArshiaDadras's solution](#)

1578.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2018-11-30 · last AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[ArshiaDadras's solution](#)

1579.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ArshiaDadras's solution](#)

1580.

39E

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

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ArshiaDadras's solution](#)

1581.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

1582.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ArshiaDadras's solution](#)

1583.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

1584.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ArshiaDadras's solution](#)

1585.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1586.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[ArshiaDadras's solution](#)

1587.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2018-10-11 · last AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ArshiaDadras's solution](#)

1588.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · last AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[ArshiaDadras's solution](#)

1589.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

1590.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2018-09-25 · last AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ArshiaDadras's solution](#)

1591.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[ArshiaDadras's solution](#)

1592.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[ArshiaDadras's solution](#)

1593.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ArshiaDadras's solution](#)

1594.

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2018-08-22 · last AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ArshiaDadras's solution](#)

1595.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[ArshiaDadras's solution](#)

1596.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[ArshiaDadras's solution](#)

1597.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2018-08-17 · last AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[ArshiaDadras's solution](#)

1598.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-13 · last AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[ArshiaDadras's solution](#)

1599.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[ArshiaDadras's solution](#)

1600.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2018-07-24 · last AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ArshiaDadras's solution](#)

1601.

621E

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

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

1602.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[ArshiaDadras's solution](#)

1603.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · last AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy
[ArshiaDadras's solution](#)

1604.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[ArshiaDadras's solution](#)

1605.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-29 · last AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ArshiaDadras's solution](#)

1606.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[ArshiaDadras's solution](#)

1607.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2018-06-17 · last AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[ArshiaDadras's solution](#)

1608.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[ArshiaDadras's solution](#)

1609.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[ArshiaDadras's solution](#)

1610.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, trees
[ArshiaDadras's solution](#)

1611.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[ArshiaDadras's solution](#)

1612.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[ArshiaDadras's solution](#)

1613.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math,

number theory

[ArshiaDadras's solution](#)

1614.

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2018-05-23 · last AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ArshiaDadras's solution](#)

1615.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ArshiaDadras's solution](#)

1616.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ArshiaDadras's solution](#)

1617.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2018-03-13 · last AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[ArshiaDadras's solution](#)

1618.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2018-03-04 · last AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[ArshiaDadras's solution](#)

1619.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2018-02-23 · last AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1620.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ArshiaDadras's solution](#)

1621.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[ArshiaDadras's solution](#)

1622.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1623.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[ArshiaDadras's solution](#)

1624.

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2018-01-07 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[ArshiaDadras's solution](#)

1625.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[ArshiaDadras's solution](#)

1626.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2017-12-21 · last AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1627.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[ArshiaDadras's solution](#)

1628.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2017-11-02 · last AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[ArshiaDadras's solution](#)

1629.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[ArshiaDadras's solution](#)

1630.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ArshiaDadras's solution](#)

1631.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1632.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ArshiaDadras's solution](#)

1633.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[ArshiaDadras's solution](#)

1634.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[ArshiaDadras's solution](#)

1635.

302D

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

Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[ArshiaDadras's solution](#)

1636.

146E

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

Rating: 2100 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

1637.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ArshiaDadras's solution](#)

1638.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[ArshiaDadras's solution](#)

1639.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[ArshiaDadras's solution](#)

1640.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,031 global accepts · Rating: 2100 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[ArshiaDadras's solution](#)

1641.

1284D

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

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

[ArshiaDadras's solution](#)

1642.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ArshiaDadras's solution](#)

1643.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[ArshiaDadras's solution](#)

1644.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

1645.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1646.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ArshiaDadras's solution](#)

1647.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[ArshiaDadras's solution](#)

1648.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1649.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[ArshiaDadras's solution](#)

1650.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ArshiaDadras's solution](#)

1651.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[ArshiaDadras's solution](#)

1652.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[ArshiaDadras's solution](#)

1653.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ArshiaDadras's solution](#)

1654.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, string suffix structures, strings

[ArshiaDadras's solution](#)

1655.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-05-24 · last AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ArshiaDadras's solution](#)

1656.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1657.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[ArshiaDadras's solution](#)

1658.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

1659.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[ArshiaDadras's solution](#)

1660.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[ArshiaDadras's solution](#)

1661.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[ArshiaDadras's solution](#)

1662.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ArshiaDadras's solution](#)

1663.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2019-04-19 · last AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[ArshiaDadras's solution](#)

1664.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[ArshiaDadras's solution](#)

1665.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1666.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[ArshiaDadras's solution](#)

1667.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[ArshiaDadras's solution](#)

1668.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[ArshiaDadras's solution](#)

1669.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2019-01-27 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[ArshiaDadras's solution](#)

1670.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1671.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[ArshiaDadras's solution](#)

1672.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2019-01-16 · last AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1673.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[ArshiaDadras's solution](#)

1674.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1675.

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

1676.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ArshiaDadras's solution](#)

1677.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2019-01-02 · last AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ArshiaDadras's solution](#)

1678.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ArshiaDadras's solution](#)

1679.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ArshiaDadras's solution](#)

1680.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ArshiaDadras's solution](#)

1681.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-12-12 · last AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[ArshiaDadras's solution](#)

1682.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[ArshiaDadras's solution](#)

1683.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2018-11-20 · last AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1684.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ArshiaDadras's solution](#)

1685.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[ArshiaDadras's solution](#)

1686.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[ArshiaDadras's solution](#)

1687.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[ArshiaDadras's solution](#)

1688.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-10-19 · last AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[ArshiaDadras's solution](#)

1689.

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1690.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[ArshiaDadras's solution](#)

1691.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2018-09-10 · last AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ArshiaDadras's solution](#)

1692.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ArshiaDadras's solution](#)

1693.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[ArshiaDadras's solution](#)

1694.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2018-08-21 · last AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1695.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2018-01-01 · last AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[ArshiaDadras's solution](#)

1696.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1697.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[ArshiaDadras's solution](#)

1698.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ArshiaDadras's solution](#)

1699.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

1700.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1701.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-19 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

1702.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-17 · last AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[ArshiaDadras's solution](#)

1703.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

1704.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2018-06-07 · last AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[ArshiaDadras's solution](#)

1705.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

1706.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1707.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[ArshiaDadras's solution](#)

1708.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1709.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

1710.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[ArshiaDadras's solution](#)

1711.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-25 · last AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ArshiaDadras's solution](#)

1712.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2100 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ArshiaDadras's solution](#)

1713.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[ArshiaDadras's solution](#)

1714.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[ArshiaDadras's solution](#)

1715.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[ArshiaDadras's solution](#)

1716.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

1717.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ArshiaDadras's solution](#)

1718.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1719.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ArshiaDadras's solution](#)

1720.

851D

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

Rating: 2100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

1721.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[ArshiaDadras's solution](#)

1722.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

1723.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ArshiaDadras's solution](#)

1724.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[ArshiaDadras's solution](#)

1725.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[ArshiaDadras's solution](#)

1726.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[ArshiaDadras's solution](#)

1727.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ArshiaDadras's solution](#)

1728.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[ArshiaDadras's solution](#)

1729.

802D2

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

Quality: 332 global accepts · Rating: 2200 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

1730.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[ArshiaDadras's solution](#)

1731.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArshiaDadras's solution](#)

1732.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[ArshiaDadras's solution](#)

1733.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

1734.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[ArshiaDadras's solution](#)

1735.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[ArshiaDadras's solution](#)

1736.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ArshiaDadras's solution](#)

1737.

916D

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

Quality: 564 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[ArshiaDadras's solution](#)

1738.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[ArshiaDadras's solution](#)

1739.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[ArshiaDadras's solution](#)

1740.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ArshiaDadras's solution](#)

1741.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[ArshiaDadras's solution](#)

1742.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[ArshiaDadras's solution](#)

1743.

855E

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

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[ArshiaDadras's solution](#)

1744.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[ArshiaDadras's solution](#)

1745.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
[ArshiaDadras's solution](#)

1746.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[ArshiaDadras's solution](#)

1747.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

1748.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[ArshiaDadras's solution](#)

1749.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ArshiaDadras's solution](#)

1750.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ArshiaDadras's solution](#)

1751.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[ArshiaDadras's solution](#)

1752.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ArshiaDadras's solution](#)

1753.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1754.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

1755.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-02-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ArshiaDadras's solution](#)

1756.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2200 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, sortings, trees

[ArshiaDadras's solution](#)

1757.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ArshiaDadras's solution](#)

1758.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ArshiaDadras's solution](#)

1759.

651E

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

Rating: 2200 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[ArshiaDadras's solution](#)

1760.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[ArshiaDadras's solution](#)

1761.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

1762.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2019-05-09 · last AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

1763.

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, strings

[ArshiaDadras's solution](#)

1764.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-04 · last AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[ArshiaDadras's solution](#)

1765.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[ArshiaDadras's solution](#)

1766.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2019-04-21 · last AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[ArshiaDadras's solution](#)

1767.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-04-02 · last AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ArshiaDadras's solution](#)

1768.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ArshiaDadras's solution](#)

1769.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1770.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2019-03-14 · last AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ArshiaDadras's solution](#)

1771.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1772.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings

[ArshiaDadras's solution](#)

1773.

1117E

[Decypher the String](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[ArshiaDadras's solution](#)

1774.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[ArshiaDadras's solution](#)

1775.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1776.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-02-03 · last AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ArshiaDadras's solution](#)

1777.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ArshiaDadras's solution](#)

1778.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[ArshiaDadras's solution](#)

1779.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[ArshiaDadras's solution](#)

1780.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ArshiaDadras's solution](#)

1781.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[ArshiaDadras's solution](#)

1782.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1783.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[ArshiaDadras's solution](#)

1784.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1785.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1786.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ArshiaDadras's solution](#)

1787.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1788.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-08-30 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1789.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1790.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[ArshiaDadras's solution](#)

1791.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1792.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1793.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1794.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1795.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

1796.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-09-30 · last AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[ArshiaDadras's solution](#)

1797.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2018-09-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[ArshiaDadras's solution](#)

1798.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ArshiaDadras's solution](#)

1799.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[ArshiaDadras's solution](#)

1800.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2018-09-12 · last AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures

[ArshiaDadras's solution](#)

1801.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

1802.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-08-31 · last AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[ArshiaDadras's solution](#)

1803.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1804.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[ArshiaDadras's solution](#)

1805.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1806.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ArshiaDadras's solution](#)

1807.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2018-08-21 · last AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ArshiaDadras's solution](#)

1808.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2018-08-18 · last AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ArshiaDadras's solution](#)

1809.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ArshiaDadras's solution](#)

1810.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ArshiaDadras's solution](#)

1811.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2018-07-20 · last AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[ArshiaDadras's solution](#)

1812.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[ArshiaDadras's solution](#)

1813.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[ArshiaDadras's solution](#)

1814.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2018-06-08 · last AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

1815.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1816.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[ArshiaDadras's solution](#)

1817.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees

[ArshiaDadras's solution](#)

1818.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

1819.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1820.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

1821.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[ArshiaDadras's solution](#)

1822.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[ArshiaDadras's solution](#)

1823.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ArshiaDadras's solution](#)

1824.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ArshiaDadras's solution](#)

1825.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[ArshiaDadras's solution](#)

1826.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

1827.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ArshiaDadras's solution](#)

1828.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[ArshiaDadras's solution](#)

1829.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ArshiaDadras's solution](#)

1830.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[ArshiaDadras's solution](#)

1831.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1832.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[ArshiaDadras's solution](#)

1833.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[ArshiaDadras's solution](#)

1834.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[ArshiaDadras's solution](#)

1835.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ArshiaDadras's solution](#)

1836.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

1837.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[ArshiaDadras's solution](#)

1838.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[ArshiaDadras's solution](#)

1839.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1840.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[ArshiaDadras's solution](#)

1841.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ArshiaDadras's solution](#)

1842.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ArshiaDadras's solution](#)

1843.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[ArshiaDadras's solution](#)

1844.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

1845.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2019-08-09 · last AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[ArshiaDadras's solution](#)

1846.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[ArshiaDadras's solution](#)

1847.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ArshiaDadras's solution](#)

1848.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[ArshiaDadras's solution](#)

1849.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[ArshiaDadras's solution](#)

1850.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ArshiaDadras's solution](#)

1851.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[ArshiaDadras's solution](#)

1852.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[ArshiaDadras's solution](#)

1853.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ArshiaDadras's solution](#)

1854.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[ArshiaDadras's solution](#)

1855.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ArshiaDadras's solution](#)

1856.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-05-22 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1857.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-05-19 · last AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

1858.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[ArshiaDadras's solution](#)

1859.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ArshiaDadras's solution](#)

1860.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ArshiaDadras's solution](#)

1861.

430E

[Guess the Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar

[ArshiaDadras's solution](#)

1862.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[ArshiaDadras's solution](#)

1863.

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

1864.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ArshiaDadras's solution](#)

1865.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[ArshiaDadras's solution](#)

1866.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ArshiaDadras's solution](#)

1867.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2019-03-14 · last AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[ArshiaDadras's solution](#)

1868.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[ArshiaDadras's solution](#)

1869.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, hashing

[ArshiaDadras's solution](#)

1870.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees

[ArshiaDadras's solution](#)

1871.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[ArshiaDadras's solution](#)

1872.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2019-02-11 · last AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[ArshiaDadras's solution](#)

1873.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ArshiaDadras's solution](#)

1874.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-12-26 · last AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[ArshiaDadras's solution](#)

1875.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ArshiaDadras's solution](#)

1876.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ArshiaDadras's solution](#)

1877.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[ArshiaDadras's solution](#)

1878.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[ArshiaDadras's solution](#)

1879.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ArshiaDadras's solution](#)

1880.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2018-11-02 · last AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ArshiaDadras's solution](#)

1881.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1882.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1883.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2018-10-07 · last AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[ArshiaDadras's solution](#)

1884.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2018-10-05 · last AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[ArshiaDadras's solution](#)

1885.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[ArshiaDadras's solution](#)

1886.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[ArshiaDadras's solution](#)

1887.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ArshiaDadras's solution](#)

1888.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2018-09-09 · last AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ArshiaDadras's solution](#)

1889.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[ArshiaDadras's solution](#)

1890.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2018-08-06 · last AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ArshiaDadras's solution](#)

1891.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-07-31 · last AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ArshiaDadras's solution](#)

1892.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[ArshiaDadras's solution](#)

1893.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[ArshiaDadras's solution](#)

1894.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ArshiaDadras's solution](#)

1895.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2018-06-22 · last AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ArshiaDadras's solution](#)

1896.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ArshiaDadras's solution](#)

1897.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-07 · last AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[ArshiaDadras's solution](#)

1898.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ArshiaDadras's solution](#)

1899.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-05-12 · last AC: 2018-05-12 · GNU C++11 (first AC) · Tags: combinatorics, dp
[ArshiaDadras's solution](#)

1900.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[ArshiaDadras's solution](#)

1901.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2018-03-23 · last AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[ArshiaDadras's solution](#)

1902.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[ArshiaDadras's solution](#)

1903.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[ArshiaDadras's solution](#)

1904.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs
[ArshiaDadras's solution](#)

1905.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[ArshiaDadras's solution](#)

1906.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2018-01-09 · last AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: probabilities
[ArshiaDadras's solution](#)

1907.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[ArshiaDadras's solution](#)

1908.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[ArshiaDadras's solution](#)

1909.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
[ArshiaDadras's solution](#)

1910.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ArshiaDadras's solution](#)

1911.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[ArshiaDadras's solution](#)

1912.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1913.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ArshiaDadras's solution](#)

1914.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2020-04-19 · last AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[ArshiaDadras's solution](#)

1915.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ArshiaDadras's solution](#)

1916.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[ArshiaDadras's solution](#)

1917.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ArshiaDadras's solution](#)

1918.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1919.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1920.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ArshiaDadras's solution](#)

1921.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[ArshiaDadras's solution](#)

1922.

673E

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

Rating: 2400 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ArshiaDadras's solution](#)

1923.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ArshiaDadras's solution](#)

1924.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ArshiaDadras's solution](#)

1925.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[ArshiaDadras's solution](#)

1926.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ArshiaDadras's solution](#)

1927.

582C

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

Quality: 796 global accepts · Rating: 2400 · first AC: 2019-07-03 · last AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ArshiaDadras's solution](#)

1928.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1929.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · last AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ArshiaDadras's solution](#)

1930.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[ArshiaDadras's solution](#)

1931.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[ArshiaDadras's solution](#)

1932.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ArshiaDadras's solution](#)

1933.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[ArshiaDadras's solution](#)

1934.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-14 · last AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[ArshiaDadras's solution](#)

1935.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ArshiaDadras's solution](#)

1936.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[ArshiaDadras's solution](#)

1937.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

1938.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-29 · last AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[ArshiaDadras's solution](#)

1939.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-21 · last AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[ArshiaDadras's solution](#)

1940.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

1941.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[ArshiaDadras's solution](#)

1942.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[ArshiaDadras's solution](#)

1943.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2019-05-16 · last AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ArshiaDadras's solution](#)

1944.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[ArshiaDadras's solution](#)

1945.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

1946.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ArshiaDadras's solution](#)

1947.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2019-03-28 · last AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

1948.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[ArshiaDadras's solution](#)

1949.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[ArshiaDadras's solution](#)

1950.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-12 · last AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[ArshiaDadras's solution](#)

1951.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[ArshiaDadras's solution](#)

1952.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-30 · last AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ArshiaDadras's solution](#)

1953.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[ArshiaDadras's solution](#)

1954.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1955.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2019-01-24 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

1956.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2019-01-23 · last AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ArshiaDadras's solution](#)

1957.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[ArshiaDadras's solution](#)

1958.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[ArshiaDadras's solution](#)

1959.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[ArshiaDadras's solution](#)

1960.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2019-01-15 · last AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

[ArshiaDadras's solution](#)

1961.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2019-01-10 · last AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[ArshiaDadras's solution](#)

1962.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

1963.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ArshiaDadras's solution](#)

1964.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1965.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[ArshiaDadras's solution](#)

1966.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1967.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ArshiaDadras's solution](#)

1968.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

1969.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · last AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1970.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-12-08 · last AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[ArshiaDadras's solution](#)

1971.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-11-20 · last AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ArshiaDadras's solution](#)

1972.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · last AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[ArshiaDadras's solution](#)

1973.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[ArshiaDadras's solution](#)

1974.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

1975.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ArshiaDadras's solution](#)

1976.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[ArshiaDadras's solution](#)

1977.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[ArshiaDadras's solution](#)

1978.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[ArshiaDadras's solution](#)

1979.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[ArshiaDadras's solution](#)

1980.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-22 · last AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[ArshiaDadras's solution](#)

1981.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-16 · last AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ArshiaDadras's solution](#)

1982.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[ArshiaDadras's solution](#)

1983.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ArshiaDadras's solution](#)

1984.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[ArshiaDadras's solution](#)

1985.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1986.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2018-08-25 · last AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ArshiaDadras's solution](#)

1987.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-08-25 · last AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

1988.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-08-11 · last AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[ArshiaDadras's solution](#)

1989.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[ArshiaDadras's solution](#)

1990.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2018-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string

suffix structures

[ArshiaDadras's solution](#)

1991.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-07 · last AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[ArshiaDadras's solution](#)

1992.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2018-06-10 · last AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[ArshiaDadras's solution](#)

1993.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2018-04-02 · last AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[ArshiaDadras's solution](#)

1994.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

1995.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2018-02-09 · last AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

1996.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2017-12-01 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ArshiaDadras's solution](#)

1997.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[ArshiaDadras's solution](#)

1998.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

1999.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

2000.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ArshiaDadras's solution](#)

2001.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[ArshiaDadras's solution](#)

2002.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[ArshiaDadras's solution](#)

2003.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ArshiaDadras's solution](#)

2004.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, probabilities

[ArshiaDadras's solution](#)

2005.

302E

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

Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2006.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[ArshiaDadras's solution](#)

2007.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2008.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[ArshiaDadras's solution](#)

2009.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[ArshiaDadras's solution](#)

2010.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[ArshiaDadras's solution](#)

2011.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[ArshiaDadras's solution](#)

2012.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry
[ArshiaDadras's solution](#)

2013.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[ArshiaDadras's solution](#)

2014.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[ArshiaDadras's solution](#)

2015.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[ArshiaDadras's solution](#)

2016.

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[ArshiaDadras's solution](#)

2017.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2019-11-24 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[ArshiaDadras's solution](#)

2018.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[ArshiaDadras's solution](#)

2019.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ArshiaDadras's solution](#)

2020.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[ArshiaDadras's solution](#)

2021.

855D

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

Quality: 583 global accepts · Rating: 2500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ArshiaDadras's solution](#)

2022.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ArshiaDadras's solution](#)

2023.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[ArshiaDadras's solution](#)

2024.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2025.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[ArshiaDadras's solution](#)

2026.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[ArshiaDadras's solution](#)

2027.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[ArshiaDadras's solution](#)

2028.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[ArshiaDadras's solution](#)

2029.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-04 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ArshiaDadras's solution](#)

2030.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[ArshiaDadras's solution](#)

2031.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[ArshiaDadras's solution](#)

2032.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2019-05-09 · last AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

2033.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2034.

804D

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

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-03-31 · last AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ArshiaDadras's solution](#)

2035.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[ArshiaDadras's solution](#)

2036.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[ArshiaDadras's solution](#)

2037.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ArshiaDadras's solution](#)

2038.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-23 · last AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ArshiaDadras's solution](#)

2039.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[ArshiaDadras's solution](#)

2040.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2041.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

2042.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2019-02-14 · last AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[ArshiaDadras's solution](#)

2043.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[ArshiaDadras's solution](#)

2044.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2045.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-12-26 · last AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[ArshiaDadras's solution](#)

2046.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2018-12-20 · last AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ArshiaDadras's solution](#)

2047.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ArshiaDadras's solution](#)

2048.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-11-30 · last AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ArshiaDadras's solution](#)

2049.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2050.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-11-08 · last AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

2051.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2018-11-06 · last AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[ArshiaDadras's solution](#)

2052.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

2053.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2018-10-14 · last AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2054.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2055.

349E

[Subset Sums](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2056.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2018-09-22 · last AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ArshiaDadras's solution](#)

2057.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-09-15 · last AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2058.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[ArshiaDadras's solution](#)

2059.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ArshiaDadras's solution](#)

2060.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[ArshiaDadras's solution](#)

2061.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-13 · last AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ArshiaDadras's solution](#)

2062.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2018-07-19 · last AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[ArshiaDadras's solution](#)

2063.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[ArshiaDadras's solution](#)

2064.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2018-02-20 · last AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs
[ArshiaDadras's solution](#)

2065.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees
[ArshiaDadras's solution](#)

2066.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[ArshiaDadras's solution](#)

2067.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[ArshiaDadras's solution](#)

2068.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[ArshiaDadras's solution](#)

2069.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[ArshiaDadras's solution](#)

2070.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[ArshiaDadras's solution](#)

2071.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[ArshiaDadras's solution](#)

2072.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[ArshiaDadras's solution](#)

2073.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[ArshiaDadras's solution](#)

2074.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[ArshiaDadras's solution](#)

2075.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[ArshiaDadras's solution](#)

2076.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ArshiaDadras's solution](#)

2077.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ArshiaDadras's solution](#)

2078.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[ArshiaDadras's solution](#)

2079.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2019-12-11 · last AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ArshiaDadras's solution](#)

2080.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

2081.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ArshiaDadras's solution](#)

2082.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ArshiaDadras's solution](#)

2083.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2019-07-01 · last AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[ArshiaDadras's solution](#)

2084.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2019-06-21 · last AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2085.

849E

[Goodbye Souvenir](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-06-15 · last AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2086.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[ArshiaDadras's solution](#)

2087.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ArshiaDadras's solution](#)

2088.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[ArshiaDadras's solution](#)

2089.

1159F

[Winding polygonal line](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ArshiaDadras's solution](#)

2090.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ArshiaDadras's solution](#)

2091.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ArshiaDadras's solution](#)

2092.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-13 · last AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ArshiaDadras's solution](#)

2093.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

2094.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[ArshiaDadras's solution](#)

2095.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ArshiaDadras's solution](#)

2096.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2097.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[ArshiaDadras's solution](#)

2098.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2018-11-06 · last AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ArshiaDadras's solution](#)

2099.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[ArshiaDadras's solution](#)

2100.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2018-10-14 · last AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[ArshiaDadras's solution](#)

2101.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2018-10-12 · last AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ArshiaDadras's solution](#)

2102.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2018-09-26 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ArshiaDadras's solution](#)

2103.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2104.

741C

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

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2018-08-31 · last AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ArshiaDadras's solution](#)

2105.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

2106.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ArshiaDadras's solution](#)

2107.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-05-29 · last AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ArshiaDadras's solution](#)

2108.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[ArshiaDadras's solution](#)

2109.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2018-01-16 · last AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[ArshiaDadras's solution](#)

2110.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[ArshiaDadras's solution](#)

2111.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, trees

[ArshiaDadras's solution](#)

2112.

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ArshiaDadras's solution](#)

2113.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[ArshiaDadras's solution](#)

2114.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[ArshiaDadras's solution](#)

2115.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2116.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ArshiaDadras's solution](#)

2117.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-02-22 · last AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[ArshiaDadras's solution](#)

2118.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[ArshiaDadras's solution](#)

2119.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ArshiaDadras's solution](#)

2120.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[ArshiaDadras's solution](#)

2121.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ArshiaDadras's solution](#)**2122.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-01-19 · last AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[ArshiaDadras's solution](#)**2123.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[ArshiaDadras's solution](#)**2124.**

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ArshiaDadras's solution](#)**2125.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ArshiaDadras's solution](#)**2126.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[ArshiaDadras's solution](#)**2127.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[ArshiaDadras's solution](#)**2128.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[ArshiaDadras's solution](#)**2129.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[ArshiaDadras's solution](#)**2130.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[ArshiaDadras's solution](#)

2131.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[ArshiaDadras's solution](#)

2132.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math
[ArshiaDadras's solution](#)

2133.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2019-05-27 · last AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees
[ArshiaDadras's solution](#)

2134.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[ArshiaDadras's solution](#)

2135.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing
[ArshiaDadras's solution](#)

2136.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[ArshiaDadras's solution](#)

2137.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2019-02-03 · last AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[ArshiaDadras's solution](#)

2138.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-01-24 · last AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[ArshiaDadras's solution](#)

2139.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[ArshiaDadras's solution](#)

2140.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ArshiaDadras's solution](#)

2141.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2142.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2018-10-28 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2143.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ArshiaDadras's solution](#)

2144.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2145.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2018-09-09 · last AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ArshiaDadras's solution](#)

2146.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[ArshiaDadras's solution](#)

2147.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ArshiaDadras's solution](#)

2148.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2018-05-21 · last AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ArshiaDadras's solution](#)

2149.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[ArshiaDadras's solution](#)

2150.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ArshiaDadras's solution](#)

2151.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[ArshiaDadras's solution](#)

2152.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-21 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

2153.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

2154.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ArshiaDadras's solution](#)

2155.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[ArshiaDadras's solution](#)

2156.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-01 · last AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ArshiaDadras's solution](#)

2157.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ArshiaDadras's solution](#)

2158.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[ArshiaDadras's solution](#)

2159.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ArshiaDadras's solution](#)

2160.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[ArshiaDadras's solution](#)

2161.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ArshiaDadras's solution](#)

2162.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2019-05-16 · last AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ArshiaDadras's solution](#)

2163.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[ArshiaDadras's solution](#)

2164.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[ArshiaDadras's solution](#)

2165.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[ArshiaDadras's solution](#)

2166.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ArshiaDadras's solution](#)

2167.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-11-25 · last AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ArshiaDadras's solution](#)

2168.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2169.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2170.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ArshiaDadras's solution](#)

2171.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[ArshiaDadras's solution](#)

2172.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ArshiaDadras's solution](#)

2173.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[ArshiaDadras's solution](#)

2174.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-02-06 · last AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2175.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

2176.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-10-23 · last AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[ArshiaDadras's solution](#)

2177.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ArshiaDadras's solution](#)

2178.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArshiaDadras's solution](#)

2179.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2180.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2019-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

2181.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2019-03-06 · last AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

graphs, hashing, shortest paths, trees

[ArshiaDadras's solution](#)

2182.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ArshiaDadras's solution](#)

2183.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ArshiaDadras's solution](#)

2184.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[ArshiaDadras's solution](#)

2185.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2018-12-27 · last AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

2186.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2187.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[ArshiaDadras's solution](#)

2188.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ArshiaDadras's solution](#)

2189.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[ArshiaDadras's solution](#)

2190.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[ArshiaDadras's solution](#)

2191.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ArshiaDadras's solution](#)

2192.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ArshiaDadras's solution](#)

2193.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-10-12 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2194.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ArshiaDadras's solution](#)

2195.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[ArshiaDadras's solution](#)

2196.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-28 · last AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[ArshiaDadras's solution](#)

2197.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2019-05-22 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ArshiaDadras's solution](#)

2198.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2019-05-20 · last AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ArshiaDadras's solution](#)

2199.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2200.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[ArshiaDadras's solution](#)

2201.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ArshiaDadras's solution](#)

2202.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-17 · last AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ArshiaDadras's solution](#)

2203.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ArshiaDadras's solution](#)

2204.

830E

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[ArshiaDadras's solution](#)

2205.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[ArshiaDadras's solution](#)

2206.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2020-04-19 · last AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2207.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[ArshiaDadras's solution](#)

2208.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-11-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ArshiaDadras's solution](#)

2209.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2210.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

2211.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2019-09-10 · last AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

2212.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2213.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2214.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2019-06-02 · last AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2215.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-18 · last AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[ArshiaDadras's solution](#)

2216.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2217.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[ArshiaDadras's solution](#)

2218.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ArshiaDadras's solution](#)

2219.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ArshiaDadras's solution](#)

2220.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees

[ArshiaDadras's solution](#)

2221.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-02-01 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[ArshiaDadras's solution](#)

2222.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ArshiaDadras's solution](#)

2223.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2224.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ArshiaDadras's solution](#)

2225.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[ArshiaDadras's solution](#)

2226.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArshiaDadras's solution](#)

2227.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2228.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ArshiaDadras's solution](#)

2229.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ArshiaDadras's solution](#)

2230.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2019-11-04 · last AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[ArshiaDadras's solution](#)

2231.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[ArshiaDadras's solution](#)

2232.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2233.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ArshiaDadras's solution](#)

2234.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ArshiaDadras's solution](#)

2235.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2236.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2237.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2238.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2239.

101190C

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

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2240.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2241.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2242.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2243.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2244.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2245.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2246.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2247.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2248.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2249.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2250.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2251.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2252.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2253.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2254.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2255.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2256.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2257.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2258.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2259.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2260.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2261.

101669L

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

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2262.

101669F

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

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2263.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2264.

101669D

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

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2265.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2266.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2267.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2268.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2269.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2270.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2271.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2272.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2273.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: —

[ArshiaDadras's solution](#)

2274.

undefined527

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2275.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

2276.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2277.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ArshiaDadras's solution](#)

2278.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2279.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2280.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2281.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2282.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2283.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2284.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2285.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2286.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2287.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2288.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2289.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2290.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2291.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2292.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2293.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · last AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2294.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2295.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2296.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2297.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2298.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

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

[ArshiaDadras's solution](#)

2299.

101431E

[Vera and Engineering Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2300.

101431B

[Vera and Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2301.

101431C

[Vera and Canada Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2302.

101431D

[Vera and Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2303.

101431A

[Vera and ABCDE](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2304.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[ArshiaDadras's solution](#)

2305.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[ArshiaDadras's solution](#)

2306.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · last AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2307.

undefined489

[Extremal Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2308.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2019-05-31 · last AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ArshiaDadras's solution](#)

2309.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[ArshiaDadras's solution](#)

2310.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-05-31 · last AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ArshiaDadras's solution](#)

2311.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ArshiaDadras's solution](#)

2312.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ArshiaDadras's solution](#)

2313.

undefined301

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2314.

undefined121

[Bridges painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-20 · last AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ArshiaDadras's solution](#)

2315.

undefined394

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-08 · last AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2316.

undefined506

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · last AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2317.

undefined505

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

Rating: — · first AC: 2019-05-06 · last AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ArshiaDadras's solution](#)

2318.

undefined354

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · last AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ArshiaDadras's solution](#)

2319.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[ArshiaDadras's solution](#)

2320.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[ArshiaDadras's solution](#)

2321.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

2322.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-01 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[ArshiaDadras's solution](#)

2323.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[ArshiaDadras's solution](#)

2324.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2325.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · last AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2326.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2327.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2328.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2329.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2330.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2331.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2332.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2333.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ArshiaDadras's solution](#)

2334.

undefined304

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2335.

undefined269

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2336.

undefined502

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

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2337.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2338.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2339.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · last AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2340.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2341.

undefined524

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · last AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2342.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ArshiaDadras's solution](#)

2343.

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2344.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

2345.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[ArshiaDadras's solution](#)

2346.

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2347.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

2348.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ArshiaDadras's solution](#)

2349.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

2350.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ArshiaDadras's solution](#)

2351.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ArshiaDadras's solution](#)

2352.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2353.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2018-08-31 · last AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[ArshiaDadras's solution](#)

2354.

undefined523

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2355.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2356.

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2357.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2358.

101189A

[Arpa's hard exam and Mehrdad's naive cheat\(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2359.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2360.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · last AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2361.

undefined404

[Fotrunetelling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[ArshiaDadras's solution](#)

2362.

undefined499

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

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2363.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2364.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2365.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2366.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2367.

undefined403

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

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2368.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2369.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · last AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

[ArshiaDadras's solution](#)

2370.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: *special

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