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Unique solved — Arti1990

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

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

Filters: none

Count: 694

1.

2062A

[String](#) · [Tutorial](#)

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

[Arti1990's solution](#)

2.

1942A

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

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

[Arti1990's solution](#)

3.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Arti1990's solution](#)

4.

1821A

[Matching](#) · [Tutorial](#)

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

[Arti1990's solution](#)

5.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Arti1990's solution](#)

6.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Arti1990's solution](#)

7.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Arti1990's solution](#)

8.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Arti1990's solution](#)

9.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Arti1990's solution](#)

10.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Arti1990's solution](#)

11.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Arti1990's solution](#)

12.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

13.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

14.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Arti1990's solution](#)

15.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Arti1990's solution](#)

16.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Arti1990's solution](#)

17.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Arti1990's solution](#)

18.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Arti1990's solution](#)

19.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Arti1990's solution](#)

20.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Arti1990's solution](#)

21.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Arti1990's solution](#)

22.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Arti1990's solution](#)

23.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Arti1990's solution](#)

24.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Arti1990's solution](#)

25.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Arti1990's solution](#)

26.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

27.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Arti1990's solution](#)

28.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Arti1990's solution](#)

29.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

30.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

31.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Arti1990's solution](#)

32.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Arti1990's solution](#)

33.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

34.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

35.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

36.

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2018-03-31 · Java 8 (first AC) · Tags: strings

[Arti1990's solution](#)

37.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-11-01 · Java 8 (first AC) · Tags: implementation

[Arti1990's solution](#)

38.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Arti1990's solution](#)

39.

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Arti1990's solution](#)

40.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: implementation

[Arti1990's solution](#)

41.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

42.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[Arti1990's solution](#)

43.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-12 · last AC: 2014-03-12 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

44.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

45.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,078 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

46.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

47.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, implementation

[Arti1990's solution](#)

48.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,561 global accepts · Rating: 800 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

49.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,416 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Arti1990's solution](#)

50.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

51.

61A

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

Quality: 136,230 global accepts · Rating: 800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

52.

112A

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

Quality: 287,313 global accepts · Rating: 800 · first AC: 2011-09-03 · last AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation, strings

[Arti1990's solution](#)

53.

2062B

[Clockwork](#) · [Tutorial](#)

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

[Arti1990's solution](#)

54.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

55.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Arti1990's solution](#)

56.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Arti1990's solution](#)

57.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Arti1990's solution](#)

58.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Arti1990's solution](#)

59.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Arti1990's solution](#)

60.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

61.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Arti1990's solution](#)

62.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

63.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arti1990's solution](#)

64.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[Arti1990's solution](#)

65.

519A

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

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: implementation

[Arti1990's solution](#)

66.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,712 global accepts · Rating: 900 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

67.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Arti1990's solution](#)

68.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Arti1990's solution](#)

69.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

70.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Arti1990's solution](#)

71.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

72.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

73.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: geometry

[Arti1990's solution](#)

74.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2011-01-04 · last AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

75.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Arti1990's solution](#)

76.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Arti1990's solution](#)

77.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Arti1990's solution](#)

78.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Arti1990's solution](#)

79.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

80.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Arti1990's solution](#)

81.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Arti1990's solution](#)

82.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Arti1990's solution](#)

83.

435A

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

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

84.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

85.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Arti1990's solution](#)

86.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

87.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[Arti1990's solution](#)

88.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

89.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2011-10-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Arti1990's solution](#)

90.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2011-10-12 · GNU C++ (first AC) · Tags: implementation, strings

[Arti1990's solution](#)

91.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[Arti1990's solution](#)

92.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Arti1990's solution](#)

93.

1821B

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

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

[Arti1990's solution](#)

94.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

95.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[Arti1990's solution](#)

96.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Arti1990's solution](#)

- 97.**
1511B
[GCD Length](#) · [Tutorial](#)
Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Arti1990's solution](#)
- 98.**
1609B
[William the Vigilant](#) · [Tutorial](#)
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Arti1990's solution](#)
- 99.**
1481B
[New Colony](#) · [Tutorial](#)
Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Arti1990's solution](#)
- 100.**
1288B
[Yet Another Meme Problem](#) · [Tutorial](#)
Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[Arti1990's solution](#)
- 101.**
1288A
[Deadline](#) · [Tutorial](#)
Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[Arti1990's solution](#)
- 102.**
1255B
[Fridge Lockers](#) · [Tutorial](#)
Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Arti1990's solution](#)
- 103.**
877A
[Alex and broken contest](#) · [Tutorial](#)
Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-11-02 · Java 8 (first AC) · Tags: implementation, strings
[Arti1990's solution](#)
- 104.**
629B
[Far Relative's Problem](#) · [Tutorial](#)
Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: brute force
[Arti1990's solution](#)
- 105.**
570A
[Elections](#) · [Tutorial](#)
Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: implementation
[Arti1990's solution](#)
- 106.**
525A
[Vitaliy and Pie](#) · [Tutorial](#)
Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-04-10 · GNU C++ (first AC) · Tags: greedy, hashing, strings
[Arti1990's solution](#)
- 107.**
519B
[A and B and Compilation Errors](#) · [Tutorial](#)
Quality: 43,713 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, implementation, sortings

[Arti1990's solution](#)

108.

467B

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

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Arti1990's solution](#)

109.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: brute force, dp

[Arti1990's solution](#)

110.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings

[Arti1990's solution](#)

111.

116B

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

Quality: 14,616 global accepts · Rating: 1100 · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

112.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Arti1990's solution](#)

113.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

114.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-01-06 · last AC: 2011-10-19 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

115.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[Arti1990's solution](#)

116.

2062C

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

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

[Arti1990's solution](#)

117.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2014-10-22 · last AC: 2024-02-27 · GNU C++ (first AC) · Tags: binary search, implementation

[Arti1990's solution](#)

118.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Arti1990's solution](#)

119.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Arti1990's solution](#)

120.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Arti1990's solution](#)

121.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Arti1990's solution](#)

122.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Arti1990's solution](#)

123.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

124.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Arti1990's solution](#)

125.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Arti1990's solution](#)

126.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: greedy, math

[Arti1990's solution](#)

127.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

128.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Arti1990's solution](#)

129.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-12 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Arti1990's solution](#)

130.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

131.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Arti1990's solution](#)

132.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

133.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

134.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2011-09-03 · last AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

135.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Arti1990's solution](#)

136.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-01-06 · last AC: 2011-10-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Arti1990's solution](#)

137.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2023-11-07 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Arti1990's solution](#)

138.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Arti1990's solution](#)

139.

1942C1

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

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

[Arti1990's solution](#)

140.

1821C

[Tear It Apart](#) · [Tutorial](#)

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

[Arti1990's solution](#)

141.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Arti1990's solution](#)

142.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Arti1990's solution](#)

143.

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Arti1990's solution](#)

144.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Arti1990's solution](#)

145.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Arti1990's solution](#)

146.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Arti1990's solution](#)

147.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Arti1990's solution](#)

148.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[Arti1990's solution](#)

149.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[Arti1990's solution](#)

150.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[Arti1990's solution](#)

151.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

152.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: binary search, implementation

[Arti1990's solution](#)

153.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Arti1990's solution](#)

154.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[Arti1990's solution](#)

155.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-01-03 · GNU C++ (first AC) · Tags: implementation, strings

[Arti1990's solution](#)

156.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Arti1990's solution](#)

157.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

158.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: strings

[Arti1990's solution](#)

159.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[Arti1990's solution](#)

160.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

161.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2026-01-12 · last AC: 2026-01-13 · GNU C11 (first AC) · Tags: data structures, implementation

[Arti1990's solution](#)

162.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-12-15 · last AC: 2025-12-15 · GNU C11 (first AC) · Tags: bitmasks, implementation

[Arti1990's solution](#)

163.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Arti1990's solution](#)

164.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Arti1990's solution](#)

165.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Arti1990's solution](#)

166.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Arti1990's solution](#)

167.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Arti1990's solution](#)

168.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Arti1990's solution](#)

169.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Arti1990's solution](#)

170.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Arti1990's solution](#)

171.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Arti1990's solution](#)

172.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Arti1990's solution](#)

173.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Arti1990's solution](#)

174.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Arti1990's solution](#)

175.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-04-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Arti1990's solution](#)

176.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings

[Arti1990's solution](#)

177.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Arti1990's solution](#)

178.

514B

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

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Arti1990's solution](#)

179.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: greedy, sortings

[Arti1990's solution](#)

180.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[Arti1990's solution](#)

181.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

182.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Arti1990's solution](#)

183.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

184.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Arti1990's solution](#)

185.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Arti1990's solution](#)

186.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

187.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Arti1990's solution](#)

188.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[Arti1990's solution](#)

189.

290A

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

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

[Arti1990's solution](#)

190.

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Arti1990's solution](#)

191.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: combinatorics

[Arti1990's solution](#)

192.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Arti1990's solution](#)

193.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: geometry, math

[Arti1990's solution](#)

194.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Arti1990's solution](#)

195.

112C

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

Rating: 1400 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: greedy, math

[Arti1990's solution](#)

196.

1924A

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

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

[Arti1990's solution](#)

197.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Arti1990's solution](#)

198.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Arti1990's solution](#)

199.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Arti1990's solution](#)

200.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Arti1990's solution](#)

201.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Arti1990's solution](#)

202.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Arti1990's solution](#)

203.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Arti1990's solution](#)

204.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Arti1990's solution](#)

205.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[Arti1990's solution](#)

206.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Arti1990's solution](#)

207.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Arti1990's solution](#)

208.

790A

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

Rating: 1500 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

209.

577C

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

Rating: 1500 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation, number theory

[Arti1990's solution](#)

210.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

211.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

212.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Arti1990's solution](#)

213.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[Arti1990's solution](#)

214.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Arti1990's solution](#)

215.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

216.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[Arti1990's solution](#)

217.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[Arti1990's solution](#)

218.

274A

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

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Arti1990's solution](#)

219.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, data structures

[Arti1990's solution](#)

220.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[Arti1990's solution](#)

221.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[Arti1990's solution](#)

222.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy

[Arti1990's solution](#)

223.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Arti1990's solution](#)

224.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: dp, greedy

[Arti1990's solution](#)

225.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: sortings

[Arti1990's solution](#)

226.

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Arti1990's solution](#)

227.

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy

[Arti1990's solution](#)

228.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Arti1990's solution](#)

229.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-01-06 · last AC: 2011-10-19 · GNU C++ (first AC) · Tags: sortings

[Arti1990's solution](#)

230.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2026-01-27 · last AC: 2026-01-27 · GNU C11 (first AC) · Tags: brute force, data structures, implementation

[Arti1990's solution](#)

231.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Arti1990's solution](#)

232.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Arti1990's solution](#)

233.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Arti1990's solution](#)

234.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Arti1990's solution](#)

235.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Arti1990's solution](#)

236.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Arti1990's solution](#)

237.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Arti1990's solution](#)

238.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Arti1990's solution](#)

239.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Arti1990's solution](#)

240.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

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

[Arti1990's solution](#)

241.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Arti1990's solution](#)

242.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Arti1990's solution](#)

243.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Arti1990's solution](#)

244.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Arti1990's solution](#)

245.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Arti1990's solution](#)

246.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Arti1990's solution](#)

247.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Arti1990's solution](#)

248.

788A

[Functions again](#) · [Tutorial](#)

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

[Arti1990's solution](#)

249.

569C

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

Rating: 1600 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Arti1990's solution](#)

250.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Arti1990's solution](#)

251.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Arti1990's solution](#)

252.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-04-10 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Arti1990's solution](#)

253.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[Arti1990's solution](#)

254.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[Arti1990's solution](#)

255.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Arti1990's solution](#)

256.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

257.

429B

[Working out](#) · [Tutorial](#)

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

[Arti1990's solution](#)

258.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

259.

406A

[Unusual Product](#) · [Tutorial](#)

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

[Arti1990's solution](#)

260.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[Arti1990's solution](#)

261.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Arti1990's solution](#)

262.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2013-10-12 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Arti1990's solution](#)

263.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Arti1990's solution](#)

264.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

265.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[Arti1990's solution](#)

266.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: number theory

[Arti1990's solution](#)

267.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[Arti1990's solution](#)

268.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-03-28 · GNU C++ (first AC) · Tags: implementation

[Arti1990's solution](#)

269.

136D

[Rectangle and Square](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Arti1990's solution](#)

270.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Arti1990's solution](#)

271.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2011-01-04 · last AC: 2011-10-18 · GNU C++ (first AC) · Tags: combinatorics

[Arti1990's solution](#)

272.

1942C2

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

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

[Arti1990's solution](#)

273.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Arti1990's solution](#)

274.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Arti1990's solution](#)

275.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Arti1990's solution](#)

276.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Arti1990's solution](#)

277.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Arti1990's solution](#)

278.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Arti1990's solution](#)

279.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Arti1990's solution](#)

280.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Arti1990's solution](#)

281.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Arti1990's solution](#)

282.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Arti1990's solution](#)

283.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Arti1990's solution](#)

284.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

285.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Arti1990's solution](#)

286.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, dfs and similar

[Arti1990's solution](#)

287.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: data structures, sortings

[Arti1990's solution](#)

288.

518D

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

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[Arti1990's solution](#)

289.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[Arti1990's solution](#)

290.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: dp

[Arti1990's solution](#)

291.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: dp, implementation

[Arti1990's solution](#)

292.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[Arti1990's solution](#)

293.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special

[Arti1990's solution](#)

294.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-02 · Mysterious Language (first AC) · Tags: *special

[Arti1990's solution](#)

295.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special

[Arti1990's solution](#)

296.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special

[Arti1990's solution](#)

297.

406B

[Toy Sum](#) · [Tutorial](#)

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

[Arti1990's solution](#)

298.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: greedy, implementation

[Arti1990's solution](#)

299.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Arti1990's solution](#)

300.

269B

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

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

[Arti1990's solution](#)

301.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[Arti1990's solution](#)

302.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[Arti1990's solution](#)

303.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Arti1990's solution](#)

304.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Arti1990's solution](#)

305.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Arti1990's solution](#)

306.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[Arti1990's solution](#)

307.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: sortings

[Arti1990's solution](#)

308.

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: hashing, strings

[Arti1990's solution](#)

309.

53B

[Blog Photo](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 1700 · first AC: 2011-10-19 · GNU C++ (first AC) · Tags: binary search, implementation

[Arti1990's solution](#)

310.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2011-10-12 · GNU C++ (first AC) · Tags: dp

[Arti1990's solution](#)

311.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[Arti1990's solution](#)

312.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

313.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Arti1990's solution](#)

314.

221D

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

Rating: 1800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Arti1990's solution](#)

315.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2022-03-28 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Arti1990's solution](#)

316.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Arti1990's solution](#)

317.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Arti1990's solution](#)

318.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math,

number theory

[Arti1990's solution](#)

319.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Arti1990's solution](#)

320.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Arti1990's solution](#)

321.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Arti1990's solution](#)

322.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Arti1990's solution](#)

323.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Arti1990's solution](#)

324.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Arti1990's solution](#)

325.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Arti1990's solution](#)

326.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Arti1990's solution](#)

327.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Arti1990's solution](#)

328.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math

[Arti1990's solution](#)

329.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Arti1990's solution](#)

330.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Arti1990's solution](#)

331.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Arti1990's solution](#)

332.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Arti1990's solution](#)

333.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Arti1990's solution](#)

334.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Arti1990's solution](#)

335.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Arti1990's solution](#)

336.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Arti1990's solution](#)

337.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[Arti1990's solution](#)

338.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Arti1990's solution](#)

339.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Arti1990's solution](#)

340.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Arti1990's solution](#)

341.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-03-11 · last AC: 2019-01-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Arti1990's solution](#)

342.

551B

[ZqukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Arti1990's solution](#)

343.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Arti1990's solution](#)

344.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[Arti1990's solution](#)

345.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Arti1990's solution](#)

346.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: binary search, brute force

[Arti1990's solution](#)

347.

436C

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

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

[Arti1990's solution](#)

348.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special

[Arti1990's solution](#)

349.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[Arti1990's solution](#)

350.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[Arti1990's solution](#)

351.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, greedy

[Arti1990's solution](#)

352.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: dp, greedy

[Arti1990's solution](#)

353.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Arti1990's solution](#)

354.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Arti1990's solution](#)

355.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[Arti1990's solution](#)

356.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms

[Arti1990's solution](#)

357.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Arti1990's solution](#)

358.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Arti1990's solution](#)

359.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Arti1990's solution](#)

360.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Arti1990's solution](#)

361.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: math

[Arti1990's solution](#)

362.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Arti1990's solution](#)

363.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[Arti1990's solution](#)

364.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Arti1990's solution](#)

365.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Arti1990's solution](#)

366.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Arti1990's solution](#)

367.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Arti1990's solution](#)

368.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Arti1990's solution](#)

369.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Arti1990's solution](#)

370.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings, two pointers

[Arti1990's solution](#)

371.

1483B

[Playlist](#) · [Tutorial](#)

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

[Arti1990's solution](#)

372.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Arti1990's solution](#)

373.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Arti1990's solution](#)

374.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Arti1990's solution](#)

375.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Arti1990's solution](#)

376.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Arti1990's solution](#)

377.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Arti1990's solution](#)

378.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Arti1990's solution](#)

379.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2012-05-27 · last AC: 2019-04-28 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Arti1990's solution](#)

380.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Arti1990's solution](#)

381.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[Arti1990's solution](#)

382.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Arti1990's solution](#)

383.

569D

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

Rating: 1900 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: brute force, dp, math

[Arti1990's solution](#)

384.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Arti1990's solution](#)

385.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings

[Arti1990's solution](#)

386.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2014-07-19 · last AC: 2014-07-19 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[Arti1990's solution](#)

387.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[Arti1990's solution](#)

388.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[Arti1990's solution](#)

389.

409F

[000001](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2014-04-02 · GNU C++ (first AC) · Tags: *special

[Arti1990's solution](#)

390.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[Arti1990's solution](#)

391.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1900 · first AC: 2013-11-06 · GNU C++ (first AC) · Tags: math, number theory

[Arti1990's solution](#)

392.

353B

[Two Heaps](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 1900 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Arti1990's solution](#)

393.

356B

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

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Arti1990's solution](#)

394.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings

[Arti1990's solution](#)

395.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: dp, strings

[Arti1990's solution](#)

396.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: data structures, trees

[Arti1990's solution](#)

397.

112D

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

Rating: 1900 · first AC: 2011-09-03 · last AC: 2011-11-15 · GNU C++ (first AC) · Tags: implementation, number theory

[Arti1990's solution](#)

398.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-12 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

[Arti1990's solution](#)

399.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Arti1990's solution](#)

400.

844D

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

Rating: 2000 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[Arti1990's solution](#)

401.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-04-01 · last AC: 2022-12-09 · GNU C++ (first AC) · Tags: data structures, dp

[Arti1990's solution](#)

402.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Arti1990's solution](#)

403.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Arti1990's solution](#)

404.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Arti1990's solution](#)

405.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Arti1990's solution](#)

406.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Arti1990's solution](#)

407.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Arti1990's solution](#)

408.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Arti1990's solution](#)

409.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Arti1990's solution](#)

410.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: games

[Arti1990's solution](#)

411.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Arti1990's solution](#)

412.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Arti1990's solution](#)

413.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[Arti1990's solution](#)

414.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Arti1990's solution](#)

415.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: math

[Arti1990's solution](#)

416.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: brute force, geometry

[Arti1990's solution](#)

417.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Arti1990's solution](#)

418.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[Arti1990's solution](#)

419.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Arti1990's solution](#)

420.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules

[Arti1990's solution](#)

421.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, dp

[Arti1990's solution](#)

422.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, dp
[Arti1990's solution](#)

423.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-12-17 · GNU C++ (first AC) · Tags: math, probabilities
[Arti1990's solution](#)

424.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-24 · GNU C++ (first AC) · Tags: dp, math, probabilities
[Arti1990's solution](#)

425.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp
[Arti1990's solution](#)

426.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Arti1990's solution](#)

427.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu
[Arti1990's solution](#)

428.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-16 · GNU C++ (first AC) · Tags: data structures, implementation, strings
[Arti1990's solution](#)

429.

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2011-12-01 · GNU C++ (first AC) · Tags: math
[Arti1990's solution](#)

430.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: binary search, two pointers
[Arti1990's solution](#)

431.

127E

[E-reader Display](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: implementation
[Arti1990's solution](#)

432.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Arti1990's solution](#)

433.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Arti1990's solution](#)

434.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Arti1990's solution](#)

435.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Arti1990's solution](#)

436.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Arti1990's solution](#)

437.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Arti1990's solution](#)

438.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Arti1990's solution](#)

439.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Arti1990's solution](#)

440.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Arti1990's solution](#)

441.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Arti1990's solution](#)

442.

1483C

[Skyline Photo](#) · [Tutorial](#)

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

[Arti1990's solution](#)

443.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Arti1990's solution](#)

444.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Arti1990's solution](#)

445.

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Arti1990's solution](#)

446.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Arti1990's solution](#)

447.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Arti1990's solution](#)

448.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Arti1990's solution](#)

449.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2020-01-16 · last AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Arti1990's solution](#)

450.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Arti1990's solution](#)

451.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Arti1990's solution](#)

452.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Arti1990's solution](#)

453.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-02-28 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Arti1990's solution](#)

454.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2014-10-22 · GNU C++ (first AC) · Tags: data structures, math, number theory

[Arti1990's solution](#)

455.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[Arti1990's solution](#)

456.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Arti1990's solution](#)

457.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Arti1990's solution](#)

458.

112E

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

Rating: 2100 · first AC: 2011-11-18 · GNU C++ (first AC) · Tags: bitmasks, dp

[Arti1990's solution](#)

459.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-01-11 · GNU C++ (first AC) · Tags: brute force, dp, strings

[Arti1990's solution](#)

460.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Arti1990's solution](#)

461.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Arti1990's solution](#)

462.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Arti1990's solution](#)

463.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Arti1990's solution](#)

464.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Arti1990's solution](#)

465.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Arti1990's solution](#)

466.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Arti1990's solution](#)

467.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Arti1990's solution](#)

468.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Arti1990's solution](#)

469.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[Arti1990's solution](#)

470.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Arti1990's solution](#)

471.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-13 · GNU C++ (first AC) · Tags: binary search, greedy

[Arti1990's solution](#)

472.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[Arti1990's solution](#)

473.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, data structures, math, sortings
[Arti1990's solution](#)

474.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search
[Arti1990's solution](#)

475.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: dp, matrices
[Arti1990's solution](#)

476.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[Arti1990's solution](#)

477.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry
[Arti1990's solution](#)

478.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy
[Arti1990's solution](#)

479.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[Arti1990's solution](#)

480.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2013-11-04 · GNU C++ (first AC) · Tags: dp, graph matchings, greedy
[Arti1990's solution](#)

481.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · last AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
[Arti1990's solution](#)

482.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: binary search, data structures, trees
[Arti1990's solution](#)

483.

116E

[Plumber](#) · [Tutorial](#)

Rating: 2200 · first AC: 2012-03-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

484.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: data structures

[Arti1990's solution](#)

485.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Arti1990's solution](#)

486.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Arti1990's solution](#)

487.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Arti1990's solution](#)

488.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Arti1990's solution](#)

489.

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[Arti1990's solution](#)

490.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Arti1990's solution](#)

491.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Arti1990's solution](#)

492.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Arti1990's solution](#)

493.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[Arti1990's solution](#)

494.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Arti1990's solution](#)

495.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[Arti1990's solution](#)

496.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Arti1990's solution](#)

497.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Arti1990's solution](#)

498.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[Arti1990's solution](#)

499.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Arti1990's solution](#)

500.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Arti1990's solution](#)

501.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Arti1990's solution](#)

502.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Arti1990's solution](#)

503.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arti1990's solution](#)

504.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Arti1990's solution](#)

505.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Arti1990's solution](#)

506.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Arti1990's solution](#)

507.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2014-10-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Arti1990's solution](#)

508.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[Arti1990's solution](#)

509.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Arti1990's solution](#)

510.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: divide and conquer

[Arti1990's solution](#)

511.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Arti1990's solution](#)

512.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Arti1990's solution](#)

513.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Arti1990's solution](#)

514.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Arti1990's solution](#)

515.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Arti1990's solution](#)

516.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Arti1990's solution](#)

517.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

518.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-22 · GNU C++ (first AC) · Tags: brute force, dp

[Arti1990's solution](#)

519.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Arti1990's solution](#)

520.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Arti1990's solution](#)

521.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Arti1990's solution](#)

522.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-02-19 · last AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Arti1990's solution](#)

523.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Arti1990's solution](#)

524.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Arti1990's solution](#)

525.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Arti1990's solution](#)

526.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Arti1990's solution](#)

527.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Arti1990's solution](#)

528.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-29 · last AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Arti1990's solution](#)

529.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Arti1990's solution](#)

530.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Arti1990's solution](#)

531.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Arti1990's solution](#)

532.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Arti1990's solution](#)

533.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Arti1990's solution](#)

534.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Arti1990's solution](#)

535.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Arti1990's solution](#)

536.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[Arti1990's solution](#)

537.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arti1990's solution](#)

538.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings
[Arti1990's solution](#)

539.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · last AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arti1990's solution](#)

540.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arti1990's solution](#)

541.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arti1990's solution](#)

542.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arti1990's solution](#)

543.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —
[Arti1990's solution](#)

544.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[Arti1990's solution](#)

545.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —
[Arti1990's solution](#)

546.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Arti1990's solution](#)

547.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

548.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

549.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

550.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

551.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

552.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

553.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Arti1990's solution](#)

554.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Arti1990's solution](#)

555.

100765J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

556.

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

557.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

558.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

559.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-19 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

560.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

561.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

562.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

563.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

564.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

565.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: —

[Arti1990's solution](#)

566.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

567.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

568.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

569.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

570.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

571.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

572.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

573.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

574.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-23 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

575.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

576.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

577.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

578.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

579.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

580.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

581.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

582.

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

583.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · last AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

584.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

585.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

586.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

587.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

588.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

589.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

590.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

591.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

592.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

593.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

594.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

595.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

596.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

597.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

598.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

599.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

600.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

601.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

602.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

603.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

604.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

605.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

606.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

607.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

608.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

609.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

610.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

611.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

612.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

613.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

614.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · last AC: 2013-11-09 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

615.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

616.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

617.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

618.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

619.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

620.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

621.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-08 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

622.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

623.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

624.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

625.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

626.

100153G

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

Rating: — · first AC: 2013-11-02 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

627.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

628.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

629.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

630.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

631.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

632.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

633.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

634.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

635.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

636.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

637.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

638.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

639.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

640.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

641.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

642.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

643.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

644.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

645.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

646.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

647.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

648.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

649.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

650.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2013-04-07 · last AC: 2013-04-07 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

651.

100155B

[No Name](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

652.

100155E

[The Swapping Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

653.

100155J

[Math Homework](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

654.

100155G

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

655.

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

656.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: —

[Arti1990's solution](#)

657.

100155C

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658.

100155D

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659.

100125D

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660.

100125F

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661.

100125B

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662.

100125E

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663.

100125A

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664.

100134E

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665.

100134C

[Caravan Robbers](#) · [Tutorial](#)

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666.

100134G

[Great Deceiver](#) · [Tutorial](#)

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667.

100134H

[Hyperdrome](#) · [Tutorial](#)

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668.

100134A

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669.

100002A

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670.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

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671.

100002C

[Cricket Field](#) · [Tutorial](#)

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672.

100002F

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673.

100002D

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674.

100069H

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675.

100069B

[Business Center](#) · [Tutorial](#)

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676.

100078C

[Crosses and Crosses](#) · [Tutorial](#)

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677.

100078E

[Elevator](#) · [Tutorial](#)

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678.

100078G

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679.

100078J

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680.

100078I

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681.

100078B

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682.

100095H

[High security](#) · [Tutorial](#)

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683.

100095J

[John's Inversions](#) · [Tutorial](#)

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684.

100095B

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685.

100095F

[Flat](#) · [Tutorial](#)

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686.

100095D

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687.

100095A

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688.

100084I

[Ideal Path](#) · [Tutorial](#)

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689.

100084F

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690.

100084E

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691.

100084A

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692.

100048C

[K Smallest Sums](#) · [Tutorial](#)

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693.

100049A

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694.

100048B

[Binom](#) · [Tutorial](#)

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