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Unique solved — BagishovMikail

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

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

Filters: [none](#)

Count: 211

1.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[BagishovMikail's solution](#)

2.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[BagishovMikail's solution](#)

3.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [implementation](#), [math](#)

[BagishovMikail's solution](#)

4.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

[BagishovMikail's solution](#)

5.

782A

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

Rating: 800 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[BagishovMikail's solution](#)

6.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[BagishovMikail's solution](#)

7.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,499 global accepts · Rating: 800 · first AC: 2018-09-23 · last AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[BagishovMikail's solution](#)

8.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[BagishovMikail's solution](#)

9.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[BagishovMikail's solution](#)

10.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

11.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

12.

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

13.

938A

[Word Correction](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

14.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BagishovMikail's solution](#)

15.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

16.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

17.

899A

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

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

[BagishovMikail's solution](#)

18.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

19.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-12 · Python 3 (first AC) · Tags: *special, implementation

[BagishovMikail's solution](#)

20.

748A

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

Quality: 9,347 global accepts · Rating: 800 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: implementation, math

[BagishovMikail's solution](#)

[BagishovMikail's solution](#)

32.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

33.

903A

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

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

[BagishovMikail's solution](#)

34.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

35.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · Python 3 (first AC) · Tags: implementation, strings

[BagishovMikail's solution](#)

36.

729A

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

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · Python 3 (first AC) · Tags: implementation, strings

[BagishovMikail's solution](#)

37.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

38.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[BagishovMikail's solution](#)

39.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

40.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[BagishovMikail's solution](#)

41.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[BagishovMikail's solution](#)

42.

920A

[Water The Garden](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

43.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

44.

887A

[Div. 64](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

45.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · Python 3 (first AC) · Tags: implementation

[BagishovMikail's solution](#)

46.

844A

[Diversity](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

47.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[BagishovMikail's solution](#)

48.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

49.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · last AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BagishovMikail's solution](#)

50.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[BagishovMikail's solution](#)

51.

938B

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

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

[BagishovMikail's solution](#)

52.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[BagishovMikail's solution](#)

53.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2017-10-06 · Python 3 (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

54.

869B

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

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[BagishovMikail's solution](#)

55.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[BagishovMikail's solution](#)

56.

842B

[Gleb And Pizza](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

57.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · last AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[BagishovMikail's solution](#)

58.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · Python 3 (first AC) · Tags: implementation, math

[BagishovMikail's solution](#)

59.

1305B

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

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

[BagishovMikail's solution](#)

60.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BagishovMikail's solution](#)

61.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[BagishovMikail's solution](#)

62.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[BagishovMikail's solution](#)

63.

920B

[Tea Queue](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

64.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[BagishovMikail's solution](#)

65.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[BagishovMikail's solution](#)

66.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[BagishovMikail's solution](#)

67.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[BagishovMikail's solution](#)

68.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-12 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[BagishovMikail's solution](#)

69.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[BagishovMikail's solution](#)

70.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[BagishovMikail's solution](#)

71.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[BagishovMikail's solution](#)

72.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[BagishovMikail's solution](#)

73.

751B

[A&O&S&I A&O>C`8C#0D ?C](#)

Rating: 1200 · first AC: 2016-12-24 · Python 3 (first AC) · Tags: *special
[BagishovMikail's solution](#)

74.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry
[BagishovMikail's solution](#)

75.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · Python 3 (first AC) · Tags: implementation, sortings

[BagishovMikail's solution](#)

76.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[BagishovMikail's solution](#)

77.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[BagishovMikail's solution](#)

78.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · last AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

79.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BagishovMikail's solution](#)

80.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: implementation, math

[BagishovMikail's solution](#)

81.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[BagishovMikail's solution](#)

82.

922B

[Magic Forest](#) · [Tutorial](#)

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

[BagishovMikail's solution](#)

83.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

84.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · last AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[BagishovMikail's solution](#)

85.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

86.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[BagishovMikail's solution](#)

87.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[BagishovMikail's solution](#)

88.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[BagishovMikail's solution](#)

89.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[BagishovMikail's solution](#)

90.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[BagishovMikail's solution](#)

91.

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[BagishovMikail's solution](#)

92.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[BagishovMikail's solution](#)

93.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · Python 3 (first AC) · Tags: *special, dp
[BagishovMikail's solution](#)

94.

920C

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

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

95.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[BagishovMikail's solution](#)

96.

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

97.

844C

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

Quality: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[BagishovMikail's solution](#)

98.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-12 · Python 3 (first AC) · Tags: *special, implementation

[BagishovMikail's solution](#)

99.

748C

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

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: constructive algorithms, math

[BagishovMikail's solution](#)

100.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · Python 3 (first AC) · Tags: implementation

[BagishovMikail's solution](#)

101.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[BagishovMikail's solution](#)

102.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[BagishovMikail's solution](#)

103.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BagishovMikail's solution](#)

104.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[BagishovMikail's solution](#)

105.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[BagishovMikail's solution](#)

106.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[BagishovMikail's solution](#)

107.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1500 · first AC: 2018-03-17 · D (first AC) · Tags: —

[BagishovMikail's solution](#)

108.

944C

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

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

[BagishovMikail's solution](#)

109.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[BagishovMikail's solution](#)

110.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[BagishovMikail's solution](#)

111.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[BagishovMikail's solution](#)

112.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,738 global accepts · Rating: 1500 · first AC: 2017-08-21 · last AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[BagishovMikail's solution](#)

113.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,558 global accepts · Rating: 1500 · first AC: 2016-12-25 · Python 3 (first AC) · Tags: implementation, strings

[BagishovMikail's solution](#)

114.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[BagishovMikail's solution](#)

115.

745C

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

Rating: 1500 · first AC: 2016-12-17 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[BagishovMikail's solution](#)

116.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[BagishovMikail's solution](#)

117.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[BagishovMikail's solution](#)

118.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

119.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, ternary search

[BagishovMikail's solution](#)

120.

781A

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

Rating: 1600 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[BagishovMikail's solution](#)

121.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[BagishovMikail's solution](#)

122.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[BagishovMikail's solution](#)

123.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[BagishovMikail's solution](#)

124.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · Go (first AC) · Tags: —

[BagishovMikail's solution](#)

125.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[BagishovMikail's solution](#)

126.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

127.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BagishovMikail's solution](#)

128.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[BagishovMikail's solution](#)

129.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-07 · last AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[BagishovMikail's solution](#)

130.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings
[BagishovMikail's solution](#)

131.

904C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: strings
[BagishovMikail's solution](#)

132.

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · last AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[BagishovMikail's solution](#)

133.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[BagishovMikail's solution](#)

134.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[BagishovMikail's solution](#)

135.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[BagishovMikail's solution](#)

136.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[BagishovMikail's solution](#)

137.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[BagishovMikail's solution](#)

138.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[BagishovMikail's solution](#)

139.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: implementation

[BagishovMikail's solution](#)

140.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[BagishovMikail's solution](#)

141.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BagishovMikail's solution](#)

142.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[BagishovMikail's solution](#)

143.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[BagishovMikail's solution](#)

144.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2018-09-23 · last AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[BagishovMikail's solution](#)

145.

1058D

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[BagishovMikail's solution](#)

146.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: math, number theory

[BagishovMikail's solution](#)

147.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · last AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[BagishovMikail's solution](#)

148.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[BagishovMikail's solution](#)

149.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[BagishovMikail's solution](#)

150.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[BagishovMikail's solution](#)

151.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[BagishovMikail's solution](#)

152.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: constructive algorithms, data structures

[BagishovMikail's solution](#)

153.

944E

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[BagishovMikail's solution](#)

154.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings, trees

[BagishovMikail's solution](#)

155.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[BagishovMikail's solution](#)

156.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[BagishovMikail's solution](#)

157.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[BagishovMikail's solution](#)

158.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[BagishovMikail's solution](#)

159.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[BagishovMikail's solution](#)

160.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · last AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[BagishovMikail's solution](#)

161.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[BagishovMikail's solution](#)

162.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[BagishovMikail's solution](#)

163.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[BagishovMikail's solution](#)

164.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[BagishovMikail's solution](#)

165.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · last AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[BagishovMikail's solution](#)

166.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BagishovMikail's solution](#)

167.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · last AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[BagishovMikail's solution](#)

168.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · last AC: 2017-12-13 · PyPy 3 (first AC) · Tags: data structures, math

[BagishovMikail's solution](#)

169.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[BagishovMikail's solution](#)

170.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[BagishovMikail's solution](#)

171.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · Python 3 (first AC) · Tags: —

[BagishovMikail's solution](#)

172.

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[BagishovMikail's solution](#)

173.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

174.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

175.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[BagishovMikail's solution](#)

176.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

177.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

178.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

179.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[BagishovMikail's solution](#)

180.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[BagishovMikail's solution](#)

181.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[BagishovMikail's solution](#)

182.

1319D

[Navigation System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[BagishovMikail's solution](#)

183.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[BagishovMikail's solution](#)

184.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[BagishovMikail's solution](#)

185.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[BagishovMikail's solution](#)

186.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

187.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

188.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

189.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

190.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

191.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

192.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

193.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

194.

102185D

[AT2DriaC\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

195.

102185G

[A48DriaDô=CD0](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

196.

102185H

[LOCALC++](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

197.

102185E

[BTDoIGÔ](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

198.

102185J

[A5DriaC`5CÔ8CR :D >C#>CD8C`>C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

199.

102185B

[BD8C#AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

200.

102185F

[B\\$0CriaC`8CÄ8D](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

201.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

202.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

203.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

204.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

205.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

206.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

207.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

208.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

209.

101703B

[IPvX](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

210.

101703A

[B 7066 00D0 7C 4C GC](#)

Rating: — · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[BagishovMikail's solution](#)

211.

100631A

[A\\$C14D4HC0KCR HC @C,,:C€](#)

Rating: — · first AC: 2017-03-13 · last AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[BagishovMikail's solution](#)