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Unique solved — Baricheck

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

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

Filters: none

Count: 2,560

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

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3.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

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4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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5.

2048A

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

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

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6.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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7.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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8.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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9.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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10.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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11.

1863A

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Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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12.

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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13.

1842A

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14.

4A

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Quality: 687,826 global accepts · Rating: 800 · first AC: 2015-10-22 · last AC: 2023-05-30 · FPC (first AC) · Tags: brute force, math
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15.

1799A

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16.

1787A

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17.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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18.

1774A

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Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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19.

1761A

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Quality: 36,604 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[Baricheck's solution](#)

20.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Baricheck's solution](#)

21.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

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22.

1740B

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23.

1740A

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24.

1696A

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25.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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26.

1637A

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27.

1621A

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28.

1616A

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29.

1615A

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30.

1618B

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Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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31.

1618A

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32.

1608A

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Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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33.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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34.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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35.

1566A

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36.

1556A

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37.

1549B

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38.

1552A

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39.

1553A

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40.

1530B

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41.

1530A

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42.

1523A

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43.

1517A

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Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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44.

1491A

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45.

1466B

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46.

1466A

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

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47.

1408A

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48.

1392B

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49.

1392A

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50.

1368A

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Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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51.

1325B

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52.

1305A

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53.

1307A

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54.

1284A

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55.

1270A

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56.

1228A

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57.

1220A

[Cards](#) · [Tutorial](#)

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58.

1209A

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59.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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60.

1178A

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61.

1148A

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62.

1146A

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63.

1139A

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64.

1097A

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65.

1091A

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66.

1043A

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67.

1065A

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68.

1060A

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69.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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70.

1038A

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71.

1028A

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72.

1017A

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73.

976A

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74.

965A

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

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75.

952A

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76.

946A

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77.

935A

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78.

939A

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79.

938A

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80.

932A

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81.

919A

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

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82.

912A

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83.

898A

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84.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, dp

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85.

888A

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86.

873A

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87.

855A

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88.

859A

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

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89.

837A

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Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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90.

835A

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

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91.

832A

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

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92.

831B

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93.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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94.

782A

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Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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95.

769A

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

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96.

764A

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[Baricheck's solution](#)

97.

758A

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98.

755A

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Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

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99.

750A

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Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

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100.

749A

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Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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101.

747A

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Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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102.

746A

[Compote](#) · [Tutorial](#)

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103.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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104.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,530 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

105.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Baricheck's solution](#)

106.

731A

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

Quality: 53,208 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

107.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: implementation, math

[Barichek's solution](#)

108.

723A

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

Quality: 100,713 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Barichek's solution](#)

109.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

110.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

111.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[Barichek's solution](#)

112.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

113.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

114.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

115.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,090 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

116.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,586 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

117.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Barichek's solution](#)

118.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Baricheck's solution](#)

119.

71A

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

Quality: 503,246 global accepts · Rating: 800 · first AC: 2015-11-22 · last AC: 2016-07-21 · FPC (first AC) · Tags: strings

[Baricheck's solution](#)

120.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Baricheck's solution](#)

121.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · last AC: 2016-06-30 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

122.

281A

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

Quality: 270,981 global accepts · Rating: 800 · first AC: 2015-11-14 · last AC: 2016-06-30 · FPC (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

123.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: implementation

[Baricheck's solution](#)

124.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,418 global accepts · Rating: 800 · first AC: 2015-11-18 · last AC: 2016-06-28 · FPC (first AC) · Tags: implementation, math

[Baricheck's solution](#)

125.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,127 global accepts · Rating: 800 · first AC: 2016-01-26 · last AC: 2016-06-25 · FPC (first AC) · Tags: math

[Baricheck's solution](#)

126.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Baricheck's solution](#)

127.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation

[Baricheck's solution](#)

128.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: implementation, math

[Baricheck's solution](#)

129.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Barichek's solution](#)

130.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,671 global accepts · Rating: 800 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: math, probabilities

[Barichek's solution](#)

131.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,580 global accepts · Rating: 800 · first AC: 2016-06-01 · last AC: 2016-06-02 · GNU C++ (first AC) · Tags: implementation

[Barichek's solution](#)

132.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Barichek's solution](#)

133.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: math

[Barichek's solution](#)

134.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-16 · last AC: 2016-04-18 · FPC (first AC) · Tags: math, number theory

[Barichek's solution](#)

135.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

136.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Barichek's solution](#)

137.

630A

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

Quality: 93,511 global accepts · Rating: 800 · first AC: 2016-02-20 · FPC (first AC) · Tags: number theory

[Barichek's solution](#)

138.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · FPC (first AC) · Tags: math

[Barichek's solution](#)

139.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

140.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

141.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-12 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

142.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · FPC (first AC) · Tags: greedy, implementation, sortings

[Barichek's solution](#)

143.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,027 global accepts · Rating: 800 · first AC: 2015-12-11 · FPC (first AC) · Tags: brute force, implementation, strings

[Barichek's solution](#)

144.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2015-11-28 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

145.

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2015-11-28 · FPC (first AC) · Tags: brute force

[Barichek's solution](#)

146.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,750 global accepts · Rating: 800 · first AC: 2015-11-27 · FPC (first AC) · Tags: expression parsing, implementation

[Barichek's solution](#)

147.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2015-11-27 · FPC (first AC) · Tags: brute force

[Barichek's solution](#)

148.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2015-11-27 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

149.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2015-11-25 · FPC (first AC) · Tags: brute force, math

[Barichek's solution](#)

150.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2015-11-25 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

151.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,705 global accepts · Rating: 800 · first AC: 2015-11-25 · FPC (first AC) · Tags: greedy, math

[Baricheck's solution](#)

152.

59A

[Word](#) · [Tutorial](#)

Quality: 227,920 global accepts · Rating: 800 · first AC: 2015-11-24 · FPC (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

153.

61A

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

Quality: 136,209 global accepts · Rating: 800 · first AC: 2015-11-24 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

154.

80A

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

Quality: 66,305 global accepts · Rating: 800 · first AC: 2015-11-22 · FPC (first AC) · Tags: brute force

[Baricheck's solution](#)

155.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2015-11-22 · FPC (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

156.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2015-11-22 · FPC (first AC) · Tags: implementation, math

[Baricheck's solution](#)

157.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2015-11-21 · FPC (first AC) · Tags: strings

[Baricheck's solution](#)

158.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2015-11-21 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

159.

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2015-11-21 · FPC (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

160.

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

161.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2015-11-19 · FPC (first AC) · Tags: implementation, sortings, strings

[Baricheck's solution](#)

162.

144A

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

Quality: 121,407 global accepts · Rating: 800 · first AC: 2015-11-19 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

163.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2015-11-19 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

164.

155A

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

Quality: 93,665 global accepts · Rating: 800 · first AC: 2015-11-19 · FPC (first AC) · Tags: brute force

[Baricheck's solution](#)

165.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-11-18 · FPC (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Baricheck's solution](#)

166.

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2015-11-17 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

167.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2015-11-16 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

168.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,989 global accepts · Rating: 800 · first AC: 2015-11-16 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

169.

266A

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

Quality: 244,556 global accepts · Rating: 800 · first AC: 2015-11-16 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

170.

265A

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

Quality: 42,671 global accepts · Rating: 800 · first AC: 2015-11-14 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

171.

268A

[Games](#) · [Tutorial](#)

Quality: 104,205 global accepts · Rating: 800 · first AC: 2015-11-14 · FPC (first AC) · Tags: brute force

[Baricheck's solution](#)

172.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2015-11-14 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

173.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2015-11-13 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

174.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,346 global accepts · Rating: 800 · first AC: 2015-11-10 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[Barichek's solution](#)

175.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2015-11-09 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

176.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-09 · FPC (first AC) · Tags: constructive algorithms, implementation

[Barichek's solution](#)

177.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2015-11-07 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

178.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,817 global accepts · Rating: 800 · first AC: 2015-11-07 · FPC (first AC) · Tags: greedy, implementation, two pointers

[Barichek's solution](#)

179.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2015-10-30 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

180.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2015-10-30 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

181.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2015-10-30 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

182.

467A

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

Quality: 155,937 global accepts · Rating: 800 · first AC: 2015-10-29 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

183.

486A

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

Quality: 154,144 global accepts · Rating: 800 · first AC: 2015-10-29 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

184.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,127 global accepts · Rating: 800 · first AC: 2015-10-28 · FPC (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

185.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,530 global accepts · Rating: 800 · first AC: 2015-10-27 · FPC (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

186.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,467 global accepts · Rating: 800 · first AC: 2015-10-25 · FPC (first AC) · Tags: *special, implementation

[Baricheck's solution](#)

187.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-10-25 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

188.

546A

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

Quality: 235,200 global accepts · Rating: 800 · first AC: 2015-10-23 · FPC (first AC) · Tags: brute force, implementation, math

[Baricheck's solution](#)

189.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-10-23 · FPC (first AC) · Tags: brute force, implementation, sortings

[Baricheck's solution](#)

190.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

191.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

192.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

193.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Baricheck's solution](#)

194.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Baricheck's solution](#)

195.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

196.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Baricheck's solution](#)

197.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Baricheck's solution](#)

198.

1427A

[Avoiding Zero](#) · [Tutorial](#)

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

[Baricheck's solution](#)

199.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

200.

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

201.

1208A

[XORinacci](#) · [Tutorial](#)

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

[Baricheck's solution](#)

202.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Baricheck's solution](#)

203.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

204.

1089L

[Lazyland](#) · [Tutorial](#)

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

[Baricheck's solution](#)

205.

1055A

[Metro](#) · [Tutorial](#)

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

[Baricheck's solution](#)

206.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Baricheck's solution](#)

207.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Baricheck's solution](#)

208.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Baricheck's solution](#)

209.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Baricheck's solution](#)

210.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Baricheck's solution](#)

211.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Baricheck's solution](#)

212.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Baricheck's solution](#)

213.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Baricheck's solution](#)

214.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++17 Diagnostics (first AC) · Tags: implementation
[Baricheck's solution](#)

215.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Baricheck's solution](#)

216.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[Baricheck's solution](#)

217.

863A

[Quasi-palindrome](#) · [Tutorial](#)

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

[Baricheck's solution](#)

218.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

219.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

220.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[Baricheck's solution](#)

221.

834A

[The Useless Toy](#) · [Tutorial](#)

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

[Baricheck's solution](#)

222.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,217 global accepts · Rating: 900 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

223.

820A

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

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

[Baricheck's solution](#)

224.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

225.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

226.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Baricheck's solution](#)

227.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Baricheck's solution](#)

228.

765A

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

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

[Barichek's solution](#)

229.

764B

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

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

[Barichek's solution](#)

230.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2017-01-05 · last AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Barichek's solution](#)

231.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Barichek's solution](#)

232.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,888 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Barichek's solution](#)

233.

738A

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

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Barichek's solution](#)

234.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

235.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Barichek's solution](#)

236.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Barichek's solution](#)

237.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

238.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[Barichek's solution](#)

239.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Barichek's solution](#)

240.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

241.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

242.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,026 global accepts · Rating: 900 · first AC: 2015-11-27 · FPC (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

243.

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2015-11-21 · FPC (first AC) · Tags: implementation, strings

[Barichek's solution](#)

244.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

245.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2015-11-20 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

246.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2015-11-18 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

247.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2015-11-16 · FPC (first AC) · Tags: greedy, implementation, sortings

[Barichek's solution](#)

248.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-11-01 · FPC (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

249.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2015-10-31 · FPC (first AC) · Tags: greedy, implementation, sortings

[Barichek's solution](#)

250.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2015-10-31 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

251.

439A

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

Quality: 26,622 global accepts · Rating: 900 · first AC: 2015-10-30 · FPC (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

252.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2015-10-29 · FPC (first AC) · Tags: brute force, implementation, math

[Barichek's solution](#)

253.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-10-28 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

254.

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-10-28 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

255.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Barichek's solution](#)

256.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Barichek's solution](#)

257.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

258.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

259.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Barichek's solution](#)

260.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Baricheck's solution](#)

261.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Baricheck's solution](#)

262.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Baricheck's solution](#)

263.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

264.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

265.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

266.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Baricheck's solution](#)

267.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

268.

1073B

[Vasya and Books](#) · [Tutorial](#)

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

[Baricheck's solution](#)

269.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

270.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

271.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Baricheck's solution](#)

272.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

273.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

274.

991A

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

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

[Baricheck's solution](#)

275.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

276.

981B

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

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

[Baricheck's solution](#)

277.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

278.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2018-02-14 · last AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

279.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Baricheck's solution](#)

280.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: greedy

[Baricheck's solution](#)

281.

887A

[Div. 64](#) · [Tutorial](#)

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

[Baricheck's solution](#)

282.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Baricheck's solution](#)

283.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

284.

859B

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

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

[Baricheck's solution](#)

285.

816A

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

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

[Baricheck's solution](#)

286.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

287.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Baricheck's solution](#)

288.

766A

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

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Baricheck's solution](#)

289.

761A

[Dasha and Stairs](#) · [Tutorial](#)

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

[Baricheck's solution](#)

290.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

291.

742A

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

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Baricheck's solution](#)

292.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

293.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

294.

732B

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

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[Barichek's solution](#)

295.

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[Barichek's solution](#)

296.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

297.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

298.

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

299.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation, strings

[Barichek's solution](#)

300.

100950A

[A NO 80ÄKCR GC,,AC´0 Aô>C´8C#0D ?C](#)

Rating: 1000 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

301.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,279 global accepts · Rating: 1000 · first AC: 2015-10-29 · last AC: 2016-08-12 · FPC (first AC) · Tags: brute force, math

[Barichek's solution](#)

302.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: combinatorics, math

[Barichek's solution](#)

303.

699A

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

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

304.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

305.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2016-07-11 · GNU C++ (first AC) · Tags: implementation

[Barichek's solution](#)

306.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Barichek's solution](#)

307.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,796 global accepts · Rating: 1000 · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: brute force, number theory

[Barichek's solution](#)

308.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: implementation

[Barichek's solution](#)

309.

680B

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

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Barichek's solution](#)

310.

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[Barichek's solution](#)

311.

670B

[Game of Robots](#) · [Tutorial](#)

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

[Barichek's solution](#)

312.

669B

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

Rating: 1000 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

313.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

314.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1000 · first AC: 2016-03-30 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

315.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · FPC (first AC) · Tags: *special, constructive algorithms

[Barichek's solution](#)

316.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · FPC (first AC) · Tags: *special, constructive algorithms, implementation

[Barichek's solution](#)

317.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-20 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

318.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-22 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

319.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · FPC (first AC) · Tags: games, greedy

[Barichek's solution](#)

320.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

321.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2015-11-27 · FPC (first AC) · Tags: brute force

[Barichek's solution](#)

322.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2015-11-27 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

323.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2015-11-21 · FPC (first AC) · Tags: implementation, strings

[Barichek's solution](#)

324.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-11-21 · FPC (first AC) · Tags: math

[Barichek's solution](#)

325.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2015-11-20 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

326.

124A

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

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2015-11-20 · FPC (first AC) · Tags: math

[Barichek's solution](#)

327.

127B

[Canvas Frames](#) · [Tutorial](#)

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328.

131A

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329.

137B

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330.

139A

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331.

143A

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332.

157B

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333.

195A

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334.

230A

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335.

234B

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336.

237A

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337.

272A

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338.

385A

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339.

441A

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340.

476A

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341.

499A

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342.

507A

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343.

515A

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[Barichek's solution](#)

344.

535A

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Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-10-24 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

345.

577A

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[Barichek's solution](#)

346.

2138A

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[Barichek's solution](#)

347.

1863C

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Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

348.

1863B

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Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Baricheck's solution](#)

349.

1864B

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Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Baricheck's solution](#)

350.

1842B

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Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Baricheck's solution](#)

351.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Baricheck's solution](#)

352.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Baricheck's solution](#)

353.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baricheck's solution](#)

354.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Baricheck's solution](#)

355.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Baricheck's solution](#)

356.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

357.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,402 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baricheck's solution](#)

358.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Barichek's solution](#)

359.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[Barichek's solution](#)

360.

1575A

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Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[Barichek's solution](#)

361.

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Barichek's solution](#)

362.

1523B

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Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Barichek's solution](#)

363.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[Barichek's solution](#)

364.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Barichek's solution](#)

365.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Barichek's solution](#)

366.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Barichek's solution](#)

367.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Barichek's solution](#)

368.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Barichek's solution](#)

369.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Barichek's solution](#)

370.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

371.

946B

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

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

[Barichek's solution](#)

372.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Barichek's solution](#)

373.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Barichek's solution](#)

374.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Barichek's solution](#)

375.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[Barichek's solution](#)

376.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

377.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Barichek's solution](#)

378.

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

[Barichek's solution](#)

379.

845A

[Chess Tourney](#) · [Tutorial](#)

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

[Barichek's solution](#)

380.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Baricheck's solution](#)

381.

835B

[The number on the board](#) · [Tutorial](#)

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

[Baricheck's solution](#)

382.

834B

[The Festive Evening](#) · [Tutorial](#)

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

[Baricheck's solution](#)

383.

825A

[Binary Protocol](#) · [Tutorial](#)

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

[Baricheck's solution](#)

384.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Baricheck's solution](#)

385.

792A

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

[Baricheck's solution](#)

386.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Baricheck's solution](#)

387.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Baricheck's solution](#)

388.

755B

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

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

[Baricheck's solution](#)

389.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

390.

733B

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Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: math

[Baricheck's solution](#)

391.

731B

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392.

723B

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Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Baricheck's solution](#)

393.

721B

[Passwords](#) · [Tutorial](#)

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[Baricheck's solution](#)

394.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

[Baricheck's solution](#)

395.

714A

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Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[Baricheck's solution](#)

396.

712B

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Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

397.

296A

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Quality: 26,039 global accepts · Rating: 1100 · first AC: 2015-11-13 · last AC: 2016-08-19 · FPC (first AC) · Tags: greedy, math

[Baricheck's solution](#)

398.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

399.

706B

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

Quality: 84,450 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Baricheck's solution](#)

400.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[Baricheck's solution](#)

401.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Barichek's solution](#)

402.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

403.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 1100 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: sortings

[Barichek's solution](#)

404.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

405.

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

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406.

630J

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Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-21 · last AC: 2016-06-23 · FPC (first AC) · Tags: math, number theory

[Barichek's solution](#)

407.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Barichek's solution](#)

408.

675A

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

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

[Barichek's solution](#)

409.

638A

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Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-05-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms, math

[Barichek's solution](#)

410.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · FPC (first AC) · Tags: geometry, math

[Barichek's solution](#)

411.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[Barichek's solution](#)

412.

581B

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Quality: 13,647 global accepts · Rating: 1100 · first AC: 2016-04-15 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

413.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-29 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

414.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, math, number theory

[Barichek's solution](#)

415.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force

[Barichek's solution](#)

416.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-20 · FPC (first AC) · Tags: combinatorics, math

[Barichek's solution](#)

417.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · last AC: 2016-02-05 · FPC (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

418.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · FPC (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

419.

12B

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

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2015-12-04 · FPC (first AC) · Tags: implementation, sortings

[Barichek's solution](#)

420.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2015-11-28 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

421.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

422.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2015-11-23 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

423.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2015-11-21 · FPC (first AC) · Tags: constructive algorithms, strings

[Barichek's solution](#)

424.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2015-11-18 · FPC (first AC) · Tags: greedy, math

[Barichek's solution](#)

425.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2015-11-17 · FPC (first AC) · Tags: brute force, geometry, math

[Barichek's solution](#)

426.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2015-11-17 · FPC (first AC) · Tags: constructive algorithms, greedy

[Barichek's solution](#)

427.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2015-11-16 · FPC (first AC) · Tags: greedy

[Barichek's solution](#)

428.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

429.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · FPC (first AC) · Tags: geometry, implementation

[Barichek's solution](#)

430.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2015-11-13 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation

[Barichek's solution](#)

431.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-11-12 · FPC (first AC) · Tags: implementation, strings

[Barichek's solution](#)

432.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2015-11-02 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

433.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,028 global accepts · Rating: 1100 · first AC: 2015-11-01 · FPC (first AC) · Tags: graphs, math, shortest paths

[Barichek's solution](#)

434.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2015-10-29 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

435.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2015-10-29 · FPC (first AC) · Tags: brute force, implementation, math, number theory

[Baricheck's solution](#)

436.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-10-29 · FPC (first AC) · Tags: brute force

[Baricheck's solution](#)

437.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2015-10-28 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

438.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-10-22 · FPC (first AC) · Tags: greedy, implementation, math

[Baricheck's solution](#)

439.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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440.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Baricheck's solution](#)

441.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

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442.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Baricheck's solution](#)

443.

1870B

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Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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444.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Baricheck's solution](#)

445.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Baricheck's solution](#)

446.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Baricheck's solution](#)

447.

1608B

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Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

448.

1586B

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

[Baricheck's solution](#)

449.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

450.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Baricheck's solution](#)

451.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Baricheck's solution](#)

452.

1517B

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

[Baricheck's solution](#)

453.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Baricheck's solution](#)

454.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Baricheck's solution](#)

455.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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456.

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

[Baricheck's solution](#)

457.

1270B

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

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

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458.

1207B

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Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baricheck's solution](#)

459.

1205A

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Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

460.

1149A

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Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Baricheck's solution](#)

461.

1100C

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Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Baricheck's solution](#)

462.

1097B

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

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Baricheck's solution](#)

463.

1091B

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

[Baricheck's solution](#)

464.

1076A

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Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

465.

1043B

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Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

466.

217A

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Quality: 24,338 global accepts · Rating: 1200 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Baricheck's solution](#)

467.

920B

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Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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468.

982A

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Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Baricheck's solution](#)

469.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Baricheck's solution](#)

470.

1028B

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Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

471.

1017B

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

[Baricheck's solution](#)

472.

985B

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Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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473.

990B

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Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

474.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Baricheck's solution](#)

475.

940A

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Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Baricheck's solution](#)

476.

914B

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Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

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477.

913B

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478.

903C

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[Barichek's solution](#)

479.

903B

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Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: greedy, implementation

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480.

895A

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

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481.

875A

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482.

811B

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Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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483.

754A

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[Barichek's solution](#)

484.

769B

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Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers

[Barichek's solution](#)

485.

776B

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Quality: 25,728 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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486.

765C

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487.

660A

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number theory

[Barichek's solution](#)

488.

749B

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Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Barichek's solution](#)

489.

743B

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Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Barichek's solution](#)

490.

743A

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Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

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491.

740B

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Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

492.

738B

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Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Barichek's solution](#)

493.

725B

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Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[Barichek's solution](#)

494.

732C

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495.

401B

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Quality: 4,599 global accepts · Rating: 1200 · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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496.

722B

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Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Barichek's solution](#)

497.

714B

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498.

717C

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[Baricheck's solution](#)

499.

709C

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Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

500.

462C

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501.

186B

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502.

180F

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503.

9C

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504.

701B

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Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[Baricheck's solution](#)

505.

631B

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[Baricheck's solution](#)

506.

651B

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[Baricheck's solution](#)

507.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Baricheck's solution](#)

508.

690D1

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Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

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509.

489B

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Quality: 56,737 global accepts · Rating: 1200 · first AC: 2016-06-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

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510.

612B

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Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-06-27 · GNU C++ (first AC) · Tags: implementation, math

[Barichek's solution](#)

511.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

512.

682B

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Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: sortings

[Barichek's solution](#)

513.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

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514.

637B

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Quality: 22,847 global accepts · Rating: 1200 · first AC: 2016-05-01 · GNU C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

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515.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · FPC (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

516.

658B

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

Rating: 1200 · first AC: 2016-03-28 · FPC (first AC) · Tags: implementation

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517.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-21 · FPC (first AC) · Tags: games, math

[Barichek's solution](#)

518.

630B

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Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-20 · FPC (first AC) · Tags: math

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519.

625B

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Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · FPC (first AC) · Tags: constructive algorithms, greedy, strings

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520.

606A

[Magic Spheres](#) · [Tutorial](#)

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521.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2015-11-28 · FPC (first AC) · Tags: implementation, sortings

[Barichek's solution](#)

522.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2015-11-27 · FPC (first AC) · Tags: implementation

[Barichek's solution](#)

523.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2015-11-27 · FPC (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

524.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2015-11-25 · FPC (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

525.

59B

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Quality: 7,952 global accepts · Rating: 1200 · first AC: 2015-11-24 · FPC (first AC) · Tags: implementation, number theory

[Barichek's solution](#)

526.

78B

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[Barichek's solution](#)

527.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2015-11-21 · FPC (first AC) · Tags: implementation, math

[Barichek's solution](#)

528.

459A

[Pashmak and Garden](#) · [Tutorial](#)

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[Barichek's solution](#)

529.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2015-10-29 · FPC (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

530.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2015-10-29 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

531.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2015-10-27 · FPC (first AC) · Tags: greedy, implementation

[Baricheck's solution](#)

532.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Baricheck's solution](#)

533.

2127B

[Hamiid, Haaamid... Hamid? · Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Baricheck's solution](#)

534.

2023A

[Concatenation of Arrays · Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Baricheck's solution](#)

535.

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Baricheck's solution](#)

536.

1870C

[Colorful Table · Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

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537.

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Baricheck's solution](#)

538.

1774C

[Ice and Fire · Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Baricheck's solution](#)

539.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Baricheck's solution](#)

540.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Baricheck's solution](#)

541.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Baricheck's solution](#)

542.

1615B

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Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Baricheck's solution](#)

543.

1618D

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Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Baricheck's solution](#)

544.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Baricheck's solution](#)

545.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Baricheck's solution](#)

546.

1556B

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

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

[Baricheck's solution](#)

547.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Baricheck's solution](#)

548.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Baricheck's solution](#)

549.

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

[Baricheck's solution](#)

550.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baricheck's solution](#)

551.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Baricheck's solution](#)

552.

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Baricheck's solution](#)

553.

1322A

[Unusual Competitions · Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

554.

1307B

[Cow and Friend · Tutorial](#)

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

[Baricheck's solution](#)

555.

1237B

[Balanced Tunnel · Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Baricheck's solution](#)

556.

1238B

[Kill `Em All · Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

557.

1220C

[Substring Game in the Lesson · Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Baricheck's solution](#)

558.

1220B

[Multiplication Table · Tutorial](#)

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

559.

1209B

[Koala and Lights · Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Baricheck's solution](#)

560.

1217A

[Creating a Character · Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Baricheck's solution](#)

561.

1178C

[Tiles · Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Baricheck's solution](#)

562.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Baricheck's solution](#)

563.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Baricheck's solution](#)

564.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Baricheck's solution](#)

565.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Baricheck's solution](#)

566.

1063A

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

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

[Baricheck's solution](#)

567.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Baricheck's solution](#)

568.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Baricheck's solution](#)

569.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

570.

1037C

[Equalize](#) · [Tutorial](#)

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

[Baricheck's solution](#)

571.

1037B

[Reach Median](#) · [Tutorial](#)

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

[Baricheck's solution](#)

572.

1037A

[Packets](#) · [Tutorial](#)

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

[Baricheck's solution](#)

573.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

574.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Baricheck's solution](#)

575.

976B

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

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

[Baricheck's solution](#)

576.

965B

[Battleship](#) · [Tutorial](#)

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

[Baricheck's solution](#)

577.

962B

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

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Baricheck's solution](#)

578.

962A

[Equator](#) · [Tutorial](#)

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

[Baricheck's solution](#)

579.

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Baricheck's solution](#)

580.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

581.

929B

[AÄD&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Baricheck's solution](#)

582.

932B

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

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

[Baricheck's solution](#)

583.

922B

[Magic Forest](#) · [Tutorial](#)

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

[Baricheck's solution](#)

584.

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

[Baricheck's solution](#)

585.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

586.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++17 Diagnostics (first AC) · Tags: implementation

[Baricheck's solution](#)

587.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Baricheck's solution](#)

588.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

589.

871A

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

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

[Baricheck's solution](#)

590.

862B

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

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Baricheck's solution](#)

591.

841C

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

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

592.

598B

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

Quality: 12,200 global accepts · Rating: 1300 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

593.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Baricheck's solution](#)

594.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Barichek's solution](#)

595.

792B

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

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

[Barichek's solution](#)

596.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Barichek's solution](#)

597.

755C

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

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

[Barichek's solution](#)

598.

750B

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

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

[Barichek's solution](#)

599.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Barichek's solution](#)

600.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

601.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

602.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Barichek's solution](#)

603.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: greedy

[Barichek's solution](#)

604.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[Barichek's solution](#)

605.

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[Baricheck's solution](#)

606.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,106 global accepts · Rating: 1300 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Baricheck's solution](#)

607.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

608.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Baricheck's solution](#)

609.

4C

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

Quality: 108,146 global accepts · Rating: 1300 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[Baricheck's solution](#)

610.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Baricheck's solution](#)

611.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[Baricheck's solution](#)

612.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: brute force

[Baricheck's solution](#)

613.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Baricheck's solution](#)

614.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2016-05-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

615.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: implementation, sortings

[Baricheck's solution](#)

616.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: dp, greedy, strings

[Baricheck's solution](#)

617.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · FPC (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Baricheck's solution](#)

618.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-21 · FPC (first AC) · Tags: combinatorics, math

[Baricheck's solution](#)

619.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-20 · FPC (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

620.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-20 · FPC (first AC) · Tags: dp

[Baricheck's solution](#)

621.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · FPC (first AC) · Tags: constructive algorithms, implementation

[Baricheck's solution](#)

622.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-01-13 · FPC (first AC) · Tags: brute force, implementation, strings

[Baricheck's solution](#)

623.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2015-11-28 · FPC (first AC) · Tags: brute force

[Baricheck's solution](#)

624.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2015-11-25 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

625.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1300 · first AC: 2015-11-22 · FPC (first AC) · Tags: implementation, math

[Baricheck's solution](#)

626.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2015-11-01 · FPC (first AC) · Tags: math, number theory

[Baricheck's solution](#)

627.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2015-10-29 · FPC (first AC) · Tags: brute force, greedy

[Baricheck's solution](#)

628.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2015-10-28 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

629.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,704 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Baricheck's solution](#)

630.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Baricheck's solution](#)

631.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Baricheck's solution](#)

632.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Baricheck's solution](#)

633.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Baricheck's solution](#)

634.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Baricheck's solution](#)

635.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Baricheck's solution](#)

636.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Baricheck's solution](#)

637.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

638.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Baricheck's solution](#)

639.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Baricheck's solution](#)

640.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Baricheck's solution](#)

641.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Baricheck's solution](#)

642.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Baricheck's solution](#)

643.

1696C

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

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

644.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[Baricheck's solution](#)

645.

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
[Baricheck's solution](#)

646.

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
[Baricheck's solution](#)

647.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Baricheck's solution](#)

648.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

649.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[Baricheck's solution](#)

650.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
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651.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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652.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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653.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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654.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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655.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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656.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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657.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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658.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

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659.

995B

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Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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660.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

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661.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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662.

962C

[Make a Square](#) · [Tutorial](#)

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

[Baricheck's solution](#)

663.

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[Baricheck's solution](#)

664.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[Baricheck's solution](#)

665.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Baricheck's solution](#)

666.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Baricheck's solution](#)

667.

388A

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Quality: 11,939 global accepts · Rating: 1400 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

668.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

669.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Baricheck's solution](#)

670.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[Baricheck's solution](#)

671.

843A

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

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

[Baricheck's solution](#)

672.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Baricheck's solution](#)

673.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Baricheck's solution](#)

674.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Baricheck's solution](#)

675.

762B

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Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Baricheck's solution](#)

676.

762A

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Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

677.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Baricheck's solution](#)

678.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Baricheck's solution](#)

679.

719B

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Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[Barichek's solution](#)

680.

714C

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

Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Barichek's solution](#)

681.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Barichek's solution](#)

682.

697B

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[Barichek's solution](#)

683.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · last AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[Barichek's solution](#)

684.

284A

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Quality: 7,346 global accepts · Rating: 1400 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Barichek's solution](#)

685.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: data structures, dp, implementation

[Barichek's solution](#)

686.

100950B

[BOB and €](#)

Rating: 1400 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

687.

180C

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Quality: 8,561 global accepts · Rating: 1400 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: dp

[Barichek's solution](#)

688.

42A

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Quality: 3,173 global accepts · Rating: 1400 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

689.

479C

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Quality: 33,073 global accepts · Rating: 1400 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

690.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Barichek's solution](#)

691.

416A

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Quality: 10,066 global accepts · Rating: 1400 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[Barichek's solution](#)

692.

703B

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Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

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693.

651C

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Rating: 1400 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Barichek's solution](#)

694.

699B

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Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

695.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[Barichek's solution](#)

696.

492C

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Quality: 15,465 global accepts · Rating: 1400 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: greedy, sortings

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697.

689A

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Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

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698.

279B

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[Barichek's solution](#)

699.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Barichek's solution](#)

700.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · last AC: 2016-06-02 · GNU C++11 (first AC) · Tags: implementation, math

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701.

670D1

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Quality: 23,991 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

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702.

630L

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Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-21 · FPC (first AC) · Tags: implementation, math

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703.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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704.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Baricheck's solution](#)

705.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baricheck's solution](#)

706.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Baricheck's solution](#)

707.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

708.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Baricheck's solution](#)

709.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Baricheck's solution](#)

710.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

711.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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712.

1616C

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

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713.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

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714.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

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715.

1466D

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Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

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716.

1439A1

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

[Baricheck's solution](#)

717.

1408C

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

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

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718.

1416A

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Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Baricheck's solution](#)

719.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

720.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Baricheck's solution](#)

721.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Baricheck's solution](#)

722.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Baricheck's solution](#)

723.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Baricheck's solution](#)

724.

1307C

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

[Baricheck's solution](#)

725.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Baricheck's solution](#)

726.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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727.

1208B

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

[Baricheck's solution](#)

728.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Baricheck's solution](#)

729.

1178D

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

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730.

1158A

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Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Baricheck's solution](#)

731.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[Baricheck's solution](#)

732.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Baricheck's solution](#)

733.

1110C

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

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

[Baricheck's solution](#)

734.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Baricheck's solution](#)

735.

1043C

[Smallest Word](#) · [Tutorial](#)

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

[Baricheck's solution](#)

736.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

737.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

738.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp

[Baricheck's solution](#)

739.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Baricheck's solution](#)

740.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

741.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Baricheck's solution](#)

742.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Baricheck's solution](#)

743.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Baricheck's solution](#)

744.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Baricheck's solution](#)

745.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Baricheck's solution](#)

746.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Baricheck's solution](#)

747.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Baricheck's solution](#)

748.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Baricheck's solution](#)

749.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Baricheck's solution](#)

750.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[Baricheck's solution](#)

751.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[Barichek's solution](#)

752.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Barichek's solution](#)

753.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Barichek's solution](#)

754.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Barichek's solution](#)

755.

847A

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Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

756.

858C

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Quality: 5,882 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Barichek's solution](#)

757.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

758.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Barichek's solution](#)

759.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Barichek's solution](#)

760.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

761.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Barichek's solution](#)

762.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs,

probabilities, trees

[Baricheck's solution](#)

763.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

764.

825D

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

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

[Baricheck's solution](#)

765.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Baricheck's solution](#)

766.

771B

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

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

[Baricheck's solution](#)

767.

771A

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

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Baricheck's solution](#)

768.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Baricheck's solution](#)

769.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Baricheck's solution](#)

770.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

771.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Baricheck's solution](#)

772.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Baricheck's solution](#)

773.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Barichek's solution](#)

774.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: brute force, sortings

[Barichek's solution](#)

775.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Barichek's solution](#)

776.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Barichek's solution](#)

777.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Barichek's solution](#)

778.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · Python 3 (first AC) · Tags: math, number theory

[Barichek's solution](#)

779.

100950C

[Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

780.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Barichek's solution](#)

781.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[Barichek's solution](#)

782.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[Barichek's solution](#)

783.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2016-07-22 · last AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dp, math, matrices

[Barichek's solution](#)

784.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2016-07-20 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Barichek's solution](#)

785.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-15 · last AC: 2016-07-15 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees

[Barichek's solution](#)

786.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Barichek's solution](#)

787.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Barichek's solution](#)

788.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: hashing, implementation

[Barichek's solution](#)

789.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

790.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[Barichek's solution](#)

791.

676B

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

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

[Barichek's solution](#)

792.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, implementation

[Barichek's solution](#)

793.

638B

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

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: *special, dfs and similar, strings

[Barichek's solution](#)

794.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · FPC (first AC) · Tags: geometry, implementation, math

[Barichek's solution](#)

795.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Baricheck's solution](#)

796.

2207B

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

Quality: 5,809 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Baricheck's solution](#)

797.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Baricheck's solution](#)

798.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

799.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Baricheck's solution](#)

800.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Baricheck's solution](#)

801.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Baricheck's solution](#)

802.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Baricheck's solution](#)

803.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Baricheck's solution](#)

804.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Baricheck's solution](#)

805.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Baricheck's solution](#)

806.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Baricheck's solution](#)

807.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Baricheck's solution](#)

808.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Baricheck's solution](#)

809.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

810.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

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

[Baricheck's solution](#)

811.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

812.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Baricheck's solution](#)

813.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Baricheck's solution](#)

814.

1336A

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

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

[Baricheck's solution](#)

815.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Baricheck's solution](#)

816.

1290A

[Mind Control](#) · [Tutorial](#)

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

[Baricheck's solution](#)

817.

1284C

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

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

[Baricheck's solution](#)

818.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Baricheck's solution](#)

819.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Baricheck's solution](#)

820.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Baricheck's solution](#)

821.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Baricheck's solution](#)

822.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Baricheck's solution](#)

823.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[Baricheck's solution](#)

824.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Baricheck's solution](#)

825.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Baricheck's solution](#)

826.

1137A

[Skyscrapers](#) · [Tutorial](#)

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

[Baricheck's solution](#)

827.

1098A

[Sum in the tree](#) · [Tutorial](#)

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

[Baricheck's solution](#)

828.

1086A

[Connect Three](#) · [Tutorial](#)

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

[Baricheck's solution](#)

829.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

830.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

831.

1033C

[Permutation Game](#) · [Tutorial](#)

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

[Baricheck's solution](#)

832.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

833.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Baricheck's solution](#)

834.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Baricheck's solution](#)

835.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Baricheck's solution](#)

836.

1017C

[The Phone Number](#) · [Tutorial](#)

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

[Baricheck's solution](#)

837.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Baricheck's solution](#)

838.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Baricheck's solution](#)

839.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Baricheck's solution](#)

840.

925A

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

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

[Baricheck's solution](#)

841.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Baricheck's solution](#)

842.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Baricheck's solution](#)

843.

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

[Baricheck's solution](#)

844.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Baricheck's solution](#)

845.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Baricheck's solution](#)

846.

935C

[Fifa and Fafa](#) · [Tutorial](#)

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

[Baricheck's solution](#)

847.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Barichek's solution](#)

848.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Barichek's solution](#)

849.

932C

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

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

[Barichek's solution](#)

850.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Barichek's solution](#)

851.

916C

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

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

[Barichek's solution](#)

852.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Barichek's solution](#)

853.

906A

[Shockers](#) · [Tutorial](#)

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

[Barichek's solution](#)

854.

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Barichek's solution](#)

855.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[Barichek's solution](#)

856.

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Barichek's solution](#)

857.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

858.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

implementation

[Barichek's solution](#)

859.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Barichek's solution](#)

860.

873C

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

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

[Barichek's solution](#)

861.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Barichek's solution](#)

862.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[Barichek's solution](#)

863.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Barichek's solution](#)

864.

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Barichek's solution](#)

865.

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Barichek's solution](#)

866.

837B

[Flag of Berland](#) · [Tutorial](#)

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

[Barichek's solution](#)

867.

835C

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Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Barichek's solution](#)

868.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · last AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Barichek's solution](#)

869.

832B

[Petya and Exam](#) · [Tutorial](#)

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

[Barichek's solution](#)

870.

825C

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

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Barichek's solution](#)

871.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-14 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Barichek's solution](#)

872.

793B

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

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

[Barichek's solution](#)

873.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Barichek's solution](#)

874.

782C

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

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

[Barichek's solution](#)

875.

782B

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[Barichek's solution](#)

876.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Barichek's solution](#)

877.

759B

[Travel Card](#) · [Tutorial](#)

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

[Barichek's solution](#)

878.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Barichek's solution](#)

879.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · last AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

greedy, math

[Barichek's solution](#)

880.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Barichek's solution](#)

881.

742C

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

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

[Barichek's solution](#)

882.

741B

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

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

[Barichek's solution](#)

883.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Barichek's solution](#)

884.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Barichek's solution](#)

885.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: data structures, hashing

[Barichek's solution](#)

886.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Barichek's solution](#)

887.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[Barichek's solution](#)

888.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Barichek's solution](#)

889.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: greedy

[Barichek's solution](#)

890.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Baricheck's solution](#)

891.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Baricheck's solution](#)

892.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[Baricheck's solution](#)

893.

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-21 · last AC: 2016-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp

[Baricheck's solution](#)

894.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[Baricheck's solution](#)

895.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

896.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2016-06-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Baricheck's solution](#)

897.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Baricheck's solution](#)

898.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Baricheck's solution](#)

899.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baricheck's solution](#)

900.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,825 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[Baricheck's solution](#)

901.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2015-11-18 · FPC (first AC) · Tags: constructive algorithms, games, math

[Baricheck's solution](#)

902.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

903.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Baricheck's solution](#)

904.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Baricheck's solution](#)

905.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Baricheck's solution](#)

906.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Baricheck's solution](#)

907.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Baricheck's solution](#)

908.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Baricheck's solution](#)

909.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Baricheck's solution](#)

910.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baricheck's solution](#)

911.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Baricheck's solution](#)

912.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Baricheck's solution](#)

913.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

914.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Baricheck's solution](#)

915.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Baricheck's solution](#)

916.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Baricheck's solution](#)

917.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Baricheck's solution](#)

918.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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919.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Baricheck's solution](#)

920.

1434B

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Rating: 1700 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Baricheck's solution](#)

921.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Baricheck's solution](#)

922.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Baricheck's solution](#)

923.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Baricheck's solution](#)

924.

1368D

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

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Baricheck's solution](#)

925.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Baricheck's solution](#)

926.

1336B

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

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

[Baricheck's solution](#)

927.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Baricheck's solution](#)

928.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Baricheck's solution](#)

929.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Baricheck's solution](#)

930.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baricheck's solution](#)

931.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Barichek's solution](#)

932.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Barichek's solution](#)

933.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Barichek's solution](#)

934.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Barichek's solution](#)

935.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Barichek's solution](#)

936.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Barichek's solution](#)

937.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Barichek's solution](#)

938.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Barichek's solution](#)

939.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[Barichek's solution](#)

940.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Barichek's solution](#)

941.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Barichek's solution](#)

942.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Barichek's solution](#)

943.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Barichek's solution](#)

944.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

945.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Barichek's solution](#)

946.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Barichek's solution](#)

947.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Barichek's solution](#)

948.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy

[Barichek's solution](#)

949.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Barichek's solution](#)

950.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Barichek's solution](#)

951.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Barichek's solution](#)

952.

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Baricheck's solution](#)

953.

949B

[A Leapfrog in the Array · Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

954.

980C

[Posterized · Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Baricheck's solution](#)

955.

925B

[Resource Distribution · Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Baricheck's solution](#)

956.

924C

[Riverside Curio · Tutorial](#)

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

[Baricheck's solution](#)

957.

923A

[Primal Sport · Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

958.

929C

[A Special Occasion · Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, math

[Baricheck's solution](#)

959.

936A

[Save Energy! · Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

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960.

938C

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961.

919D

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962.

917B

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963.

915C

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964.

896A

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965.

895B

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966.

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-11-13 · last AC: 2017-11-13 · GNU C++11 (first AC) · Tags: data structures, implementation

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967.

156A

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968.

269B

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969.

850A

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970.

834C

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971.

831C

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972.

598D

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973.

828C

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Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Barichek's solution](#)

974.

798C

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[Barichek's solution](#)

975.

797C

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Quality: 9,842 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

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976.

769C

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Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Barichek's solution](#)

977.

769D

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Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Barichek's solution](#)

978.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Barichek's solution](#)

979.

766C

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Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Barichek's solution](#)

980.

761D

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981.

759A

[Pavel and barbecue](#) · [Tutorial](#)

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[Barichek's solution](#)

982.

758C

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[Barichek's solution](#)

983.

747E

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[Barichek's solution](#)

984.

740C

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Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Barichek's solution](#)

985.

738D

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Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

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986.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · last AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[Barichek's solution](#)

987.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Barichek's solution](#)

988.

711C

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[Barichek's solution](#)

989.

219D

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Quality: 12,488 global accepts · Rating: 1700 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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990.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: math, number theory

[Barichek's solution](#)

991.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: dp, graphs

[Barichek's solution](#)

992.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Barichek's solution](#)

993.

691D

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Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Barichek's solution](#)

994.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Baricheck's solution](#)

995.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[Baricheck's solution](#)

996.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · FPC (first AC) · Tags: *special, implementation

[Baricheck's solution](#)

997.

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2015-11-28 · FPC (first AC) · Tags: implementation

[Baricheck's solution](#)

998.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Baricheck's solution](#)

999.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Baricheck's solution](#)

1000.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Baricheck's solution](#)

1001.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Baricheck's solution](#)

1002.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Baricheck's solution](#)

1003.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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1004.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Baricheck's solution](#)

1005.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Baricheck's solution](#)

1006.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Baricheck's solution](#)

1007.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Baricheck's solution](#)

1008.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[Baricheck's solution](#)

1009.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Baricheck's solution](#)

1010.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Baricheck's solution](#)

1011.

1548B

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Quality: 11,348 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

[Baricheck's solution](#)

1012.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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1013.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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1014.

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

[Baricheck's solution](#)

1015.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Baricheck's solution](#)**1016.**

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Baricheck's solution](#)**1017.**

1446B

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

[Baricheck's solution](#)**1018.**

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Baricheck's solution](#)**1019.**

1442A

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1381B

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[Baricheck's solution](#)**1021.**

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

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1326D2

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

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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1299B

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1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Baricheck's solution](#)

1025.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Baricheck's solution](#)

1026.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1027.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Baricheck's solution](#)

1028.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

1029.

1152C

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Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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1030.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

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1031.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1032.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Baricheck's solution](#)

1033.

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Baricheck's solution](#)

1034.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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1035.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Baricheck's solution](#)

1036.

1053A

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

Rating: 1800 · first AC: 2018-09-26 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Barichek's solution](#)

1037.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Barichek's solution](#)

1038.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[Barichek's solution](#)

1039.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Barichek's solution](#)

1040.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Barichek's solution](#)

1041.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Barichek's solution](#)

1042.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Barichek's solution](#)

1043.

923C

[Perfect Security](#) · [Tutorial](#)

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

[Barichek's solution](#)

1044.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Barichek's solution](#)

1045.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · last AC: 2018-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Barichek's solution](#)

1046.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Barichek's solution](#)

1047.

922D

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

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

[Baricheck's solution](#)

1048.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Baricheck's solution](#)

1049.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Baricheck's solution](#)

1050.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Baricheck's solution](#)

1051.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1052.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Baricheck's solution](#)

1053.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Baricheck's solution](#)

1054.

869C

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

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1055.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Baricheck's solution](#)

1056.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Baricheck's solution](#)

1057.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Baricheck's solution](#)

1058.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Baricheck's solution](#)

1059.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Baricheck's solution](#)

1060.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

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1061.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

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1062.

846C

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Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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1063.

846B

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Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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1064.

845D

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

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1065.

831D

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Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

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1066.

828D

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Rating: 1800 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

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1067.

358D

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Quality: 4,505 global accepts · Rating: 1800 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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1068.

442B

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1069.

772A

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1070.

772B

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Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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1071.

776C

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1072.

778B

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1073.

768C

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1074.

16C

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1075.

747D

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1076.

743D

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Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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1077.

727D

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1078.

301A

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1079.

724C

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1080.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: dp, graphs

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1081.

180E

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1082.

706D

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1083.

691C

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1084.

690E1

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1085.

675D

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1086.

624C

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[Barichek's solution](#)

1087.

2138B

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1088.

1938C

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1089.

1887B

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1090.

1887A2

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1091.

1842D

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1092.

1817B

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1093.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Baricheck's solution](#)

1094.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Baricheck's solution](#)

1095.

1787D

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1096.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baricheck's solution](#)

1097.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Baricheck's solution](#)

1098.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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1099.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Baricheck's solution](#)

1100.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Baricheck's solution](#)

1101.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

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1102.

1508A

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1103.

1483B

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

[Baricheck's solution](#)

1104.

1439A2

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1105.

1434A

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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

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1106.

1404B

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1107.

1383B

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1108.

1361B

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Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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1109.

1305D

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1110.

1307D

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1238D

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1112.

1228D

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1113.

1220D

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1114.

1208D

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1115.

1207E

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1116.

1205B

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1117.

1178E

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1118.

1168B

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1119.

1161B

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1120.

223B

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1121.

223C

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1122.

1119E

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1123.

1120A

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1124.

1089F

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1125.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1126.

1074B

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1127.

1043E

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1128.

1067A

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1129.

1071B

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1130.

213B

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1131.

982D

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Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

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1132.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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1133.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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1134.

1017D

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1135.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1136.

1012C

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1137.

981D

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1138.

965D

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1139.

930C

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1140.

928C

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1141.

928D

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Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

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1142.

935D

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1143.

388B

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1144.

914D

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1145.

894C

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1146.

27C

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Quality: 3,064 global accepts · Rating: 1900 · first AC: 2017-10-09 · last AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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1147.

377B

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1148.

228E

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1149.

862C

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Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1150.

847I

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Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[Barichek's solution](#)

1151.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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1152.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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1153.

832D

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-28 · last AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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1154.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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1155.

811C

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Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Baricheck's solution](#)

1156.

808D

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Quality: 8,100 global accepts · Rating: 1900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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1157.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

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1158.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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1159.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Baricheck's solution](#)

1160.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1161.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Barichek's solution](#)

1162.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Barichek's solution](#)

1163.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Barichek's solution](#)

1164.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Barichek's solution](#)

1165.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Barichek's solution](#)

1166.

740D

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

Rating: 1900 · first AC: 2016-11-23 · last AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[Barichek's solution](#)

1167.

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Barichek's solution](#)

1168.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Barichek's solution](#)

1169.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Barichek's solution](#)

1170.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[Barichek's solution](#)

1171.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[Barichek's solution](#)

1172.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Baricheck's solution](#)

1173.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2016-08-10 · last AC: 2016-08-10 · GNU C++11 (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1174.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: math

[Baricheck's solution](#)

1175.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-17 · last AC: 2016-07-18 · GNU C++11 (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1176.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,882 global accepts · Rating: 1900 · first AC: 2016-07-11 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Baricheck's solution](#)

1177.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-20 · FPC (first AC) · Tags: math

[Baricheck's solution](#)

1178.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Baricheck's solution](#)

1179.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

1180.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Baricheck's solution](#)

1181.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Baricheck's solution](#)

1182.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Baricheck's solution](#)

1183.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Baricheck's solution](#)

1184.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[Baricheck's solution](#)

1185.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[Baricheck's solution](#)

1186.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Baricheck's solution](#)

1187.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings
[Baricheck's solution](#)

1188.

1616D

[Keep the Average High](#) · [Tutorial](#)

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

1189.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[Baricheck's solution](#)

1190.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[Baricheck's solution](#)

1191.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Baricheck's solution](#)

1192.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Baricheck's solution](#)

1193.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Baricheck's solution](#)

1194.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Baricheck's solution](#)

1195.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Baricheck's solution](#)

1196.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[Baricheck's solution](#)

1197.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[Baricheck's solution](#)

1198.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Baricheck's solution](#)

1199.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Baricheck's solution](#)

1200.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Baricheck's solution](#)

1201.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[Baricheck's solution](#)

1202.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Baricheck's solution](#)

1203.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Baricheck's solution](#)

1204.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Baricheck's solution](#)

1205.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Baricheck's solution](#)

1206.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Baricheck's solution](#)

1207.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Baricheck's solution](#)

1208.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Baricheck's solution](#)

1209.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Baricheck's solution](#)

1210.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[Baricheck's solution](#)

1211.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Baricheck's solution](#)

1212.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1213.

204C

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

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Baricheck's solution](#)**1214.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Baricheck's solution](#)**1215.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[Baricheck's solution](#)**1216.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Baricheck's solution](#)**1217.**

1053B

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

Rating: 2000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Baricheck's solution](#)**1218.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Baricheck's solution](#)**1219.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Baricheck's solution](#)**1220.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)**1221.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · last AC: 2018-03-05 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Baricheck's solution](#)**1222.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Baricheck's solution](#)

1223.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2018-02-16 · last AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Baricheck's solution](#)**1224.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[Baricheck's solution](#)**1225.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Baricheck's solution](#)**1226.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Baricheck's solution](#)**1227.**

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[Baricheck's solution](#)**1228.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Baricheck's solution](#)**1229.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Baricheck's solution](#)**1230.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Baricheck's solution](#)**1231.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Baricheck's solution](#)**1232.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Baricheck's solution](#)**1233.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · last AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and

similar, dsu, graphs

[Baricheck's solution](#)

1234.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Baricheck's solution](#)

1235.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · last AC: 2017-01-19 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Baricheck's solution](#)

1236.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1237.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1238.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Baricheck's solution](#)

1239.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2015-11-28 · FPC (first AC) · Tags: math

[Baricheck's solution](#)

1240.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

1241.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Baricheck's solution](#)

1242.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Baricheck's solution](#)

1243.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Baricheck's solution](#)

1244.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Baricheck's solution](#)

1245.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1246.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Baricheck's solution](#)

1247.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Baricheck's solution](#)

1248.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Baricheck's solution](#)

1249.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Baricheck's solution](#)

1250.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Baricheck's solution](#)

1251.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Baricheck's solution](#)

1252.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Baricheck's solution](#)

1253.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Baricheck's solution](#)

1254.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Baricheck's solution](#)**1255.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)**1256.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Baricheck's solution](#)**1257.**

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

[Baricheck's solution](#)**1258.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Baricheck's solution](#)**1259.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Baricheck's solution](#)**1260.**

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

[Baricheck's solution](#)**1261.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Baricheck's solution](#)**1262.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Baricheck's solution](#)**1263.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Baricheck's solution](#)**1264.**

1284D

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

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

[Baricheck's solution](#)

1265.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Baricheck's solution](#)

1266.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Baricheck's solution](#)

1267.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Baricheck's solution](#)

1268.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Baricheck's solution](#)

1269.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Baricheck's solution](#)

1270.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Baricheck's solution](#)

1271.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Baricheck's solution](#)

1272.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[Baricheck's solution](#)

1273.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Baricheck's solution](#)

1274.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1275.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Baricheck's solution](#)

1276.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Baricheck's solution](#)

1277.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Baricheck's solution](#)

1278.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Baricheck's solution](#)

1279.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Baricheck's solution](#)

1280.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2017-11-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Baricheck's solution](#)

1281.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Baricheck's solution](#)

1282.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · last AC: 2017-10-16 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Baricheck's solution](#)

1283.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: dp, geometry

[Baricheck's solution](#)

1284.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Baricheck's solution](#)

1285.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Barichek's solution](#)

1286.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[Barichek's solution](#)

1287.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Barichek's solution](#)

1288.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Barichek's solution](#)

1289.

841D

[Leha and another game about graph](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-08-18 · last AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Barichek's solution](#)

1290.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Barichek's solution](#)

1291.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · last AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Barichek's solution](#)

1292.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Barichek's solution](#)

1293.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Barichek's solution](#)

1294.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Barichek's solution](#)

1295.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Barichek's solution](#)

1296.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Barichek's solution](#)

1297.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Barichek's solution](#)

1298.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Barichek's solution](#)

1299.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: data structures

[Barichek's solution](#)

1300.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures, graphs

[Barichek's solution](#)

1301.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Barichek's solution](#)

1302.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Barichek's solution](#)

1303.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Barichek's solution](#)

1304.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1305.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Barichek's solution](#)

1306.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy,

implementation, shortest paths

[Barichek's solution](#)

1307.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Barichek's solution](#)

1308.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Barichek's solution](#)

1309.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Barichek's solution](#)

1310.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Barichek's solution](#)

1311.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Barichek's solution](#)

1312.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Barichek's solution](#)

1313.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Barichek's solution](#)

1314.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Barichek's solution](#)

1315.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Barichek's solution](#)

1316.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Baricheck's solution](#)

1317.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Baricheck's solution](#)

1318.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Baricheck's solution](#)

1319.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Baricheck's solution](#)

1320.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Baricheck's solution](#)

1321.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Baricheck's solution](#)

1322.

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

[Baricheck's solution](#)

1323.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Baricheck's solution](#)

1324.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Baricheck's solution](#)

1325.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Baricheck's solution](#)

1326.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Baricheck's solution](#)

1327.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[Baricheck's solution](#)

1328.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[Baricheck's solution](#)

1329.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[Baricheck's solution](#)

1330.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[Baricheck's solution](#)

1331.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[Baricheck's solution](#)

1332.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Baricheck's solution](#)

1333.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[Baricheck's solution](#)

1334.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[Baricheck's solution](#)

1335.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Baricheck's solution](#)

1336.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[Baricheck's solution](#)

1337.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

bitmasks, brute force, combinatorics, math, number theory

[Barichek's solution](#)

1338.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Barichek's solution](#)

1339.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Barichek's solution](#)

1340.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[Barichek's solution](#)

1341.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Barichek's solution](#)

1342.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Barichek's solution](#)

1343.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Barichek's solution](#)

1344.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Barichek's solution](#)

1345.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Barichek's solution](#)

1346.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Barichek's solution](#)

1347.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Baricheck's solution](#)

1348.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Baricheck's solution](#)

1349.

922E

[Birds](#) · [Tutorial](#)

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

[Baricheck's solution](#)

1350.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2018-01-20 · last AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Baricheck's solution](#)

1351.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[Baricheck's solution](#)

1352.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-01-18 · last AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Baricheck's solution](#)

1353.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Baricheck's solution](#)

1354.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-25 · last AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Baricheck's solution](#)

1355.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Baricheck's solution](#)

1356.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees

[Baricheck's solution](#)

1357.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Baricheck's solution](#)

1358.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Baricheck's solution](#)

1359.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Baricheck's solution](#)

1360.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1361.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-30 · last AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Baricheck's solution](#)

1362.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Baricheck's solution](#)

1363.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-02-08 · last AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1364.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1365.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Baricheck's solution](#)

1366.

754C

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Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[Baricheck's solution](#)

1367.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Baricheck's solution](#)

1368.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1369.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Baricheck's solution](#)

1370.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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1371.

1842E

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Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

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1372.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Baricheck's solution](#)

1373.

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[Baricheck's solution](#)

1374.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Baricheck's solution](#)

1375.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Baricheck's solution](#)

1376.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Baricheck's solution](#)

1377.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Baricheck's solution](#)

1378.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Baricheck's solution](#)

1379.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1380.

1575B

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Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Baricheck's solution](#)

1381.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Baricheck's solution](#)

1382.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Baricheck's solution](#)

1383.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Baricheck's solution](#)

1384.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1385.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · last AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

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1386.

1204E

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Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Baricheck's solution](#)

1387.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · last AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Baricheck's solution](#)

1388.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Baricheck's solution](#)

1389.

1073E

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Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Baricheck's solution](#)

1390.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, implementation

[Baricheck's solution](#)

1391.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Baricheck's solution](#)

1392.

1039A

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Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Baricheck's solution](#)

1393.

935E

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

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Baricheck's solution](#)

1394.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · last AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Baricheck's solution](#)

1395.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2018-01-13 · last AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

1396.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Baricheck's solution](#)

1397.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-23 · last AC: 2018-01-14 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[Baricheck's solution](#)

1398.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[Baricheck's solution](#)

1399.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · last AC: 2017-11-24 · GNU C++11 (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1400.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · last AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Baricheck's solution](#)

1401.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Baricheck's solution](#)

1402.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[Baricheck's solution](#)

1403.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Baricheck's solution](#)

1404.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2017-07-15 · last AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Baricheck's solution](#)

1405.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Baricheck's solution](#)

1406.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Baricheck's solution](#)

1407.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Baricheck's solution](#)

1408.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[Baricheck's solution](#)

1409.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1410.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1411.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Baricheck's solution](#)

1412.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Baricheck's solution](#)

1413.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Baricheck's solution](#)

1414.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Baricheck's solution](#)

1415.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Baricheck's solution](#)

1416.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Baricheck's solution](#)

1417.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Baricheck's solution](#)

1418.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Baricheck's solution](#)**1419.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Baricheck's solution](#)**1420.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Baricheck's solution](#)**1421.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Baricheck's solution](#)**1422.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Baricheck's solution](#)**1423.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Baricheck's solution](#)**1424.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Baricheck's solution](#)**1425.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Baricheck's solution](#)**1426.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Baricheck's solution](#)**1427.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Baricheck's solution](#)

1428.

1286C1

[Madhouse \(Easy version\) · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Baricheck's solution](#)

1429.

1229C

[Konrad and Company Evaluation · Tutorial](#)

Rating: 2400 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Baricheck's solution](#)

1430.

1205C

[Palindromic Paths · Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[Baricheck's solution](#)

1431.

1161D

[Palindrome XOR · Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Baricheck's solution](#)

1432.

1152E

[Neko and Flashback · Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Baricheck's solution](#)

1433.

1146E

[Hot is Cold · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Baricheck's solution](#)

1434.

1089K

[King Kog's Reception · Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1435.

1074D

[Deduction Queries · Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Baricheck's solution](#)

1436.

204D

[Little Elephant and Retro Strings · Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1437.

1027F

[Session in BSU · Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Baricheck's solution](#)

1438.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

1439.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Baricheck's solution](#)

1440.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Baricheck's solution](#)

1441.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Baricheck's solution](#)

1442.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, sortings

[Baricheck's solution](#)

1443.

929D

[A5C4@C=C,,GCÔKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1444.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Baricheck's solution](#)

1445.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1446.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Baricheck's solution](#)

1447.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2018-01-20 · last AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1448.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-19 · last AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1449.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Baricheck's solution](#)

1450.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2017-12-04 · last AC: 2017-12-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Baricheck's solution](#)

1451.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Baricheck's solution](#)

1452.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[Baricheck's solution](#)

1453.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1454.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Baricheck's solution](#)

1455.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[Baricheck's solution](#)

1456.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Baricheck's solution](#)

1457.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Baricheck's solution](#)

1458.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Baricheck's solution](#)

1459.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[Baricheck's solution](#)

1460.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Baricheck's solution](#)

1461.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Baricheck's solution](#)

1462.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Baricheck's solution](#)

1463.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Baricheck's solution](#)

1464.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Baricheck's solution](#)

1465.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Baricheck's solution](#)

1466.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Baricheck's solution](#)

1467.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Baricheck's solution](#)

1468.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Baricheck's solution](#)

1469.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 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

[Baricheck's solution](#)

1470.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Baricheck's solution](#)

1471.

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

[Baricheck's solution](#)

1472.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Baricheck's solution](#)

1473.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Baricheck's solution](#)

1474.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Baricheck's solution](#)

1475.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[Baricheck's solution](#)

1476.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1477.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Baricheck's solution](#)

1478.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Baricheck's solution](#)

1479.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[Baricheck's solution](#)

1480.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Baricheck's solution](#)

1481.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Baricheck's solution](#)

1482.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Baricheck's solution](#)

1483.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Baricheck's solution](#)

1484.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1485.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Baricheck's solution](#)

1486.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Baricheck's solution](#)

1487.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Baricheck's solution](#)

1488.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Baricheck's solution](#)

1489.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Baricheck's solution](#)

1490.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Baricheck's solution](#)

1491.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1492.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Baricheck's solution](#)

1493.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-28 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Baricheck's solution](#)

1494.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-21 · last AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Baricheck's solution](#)

1495.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Baricheck's solution](#)

1496.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Baricheck's solution](#)

1497.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[Baricheck's solution](#)

1498.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics,

implementation, math, sortings

[Baricheck's solution](#)

1499.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Baricheck's solution](#)

1500.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1501.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1502.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Baricheck's solution](#)

1503.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Baricheck's solution](#)

1504.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Baricheck's solution](#)

1505.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Baricheck's solution](#)

1506.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Baricheck's solution](#)

1507.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Baricheck's solution](#)

1508.

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

[Baricheck's solution](#)

1509.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Baricheck's solution](#)

1510.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Baricheck's solution](#)

1511.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Baricheck's solution](#)

1512.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Baricheck's solution](#)

1513.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Baricheck's solution](#)

1514.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · last AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Baricheck's solution](#)

1515.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Baricheck's solution](#)

1516.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Baricheck's solution](#)

1517.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Baricheck's solution](#)

1518.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2017-04-23 · last AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Baricheck's solution](#)

1519.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Baricheck's solution](#)**1520.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Baricheck's solution](#)**1521.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-24 · last AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[Baricheck's solution](#)**1522.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Baricheck's solution](#)**1523.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Baricheck's solution](#)**1524.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Baricheck's solution](#)**1525.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2017-10-29 · last AC: 2017-10-30 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Baricheck's solution](#)**1526.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Baricheck's solution](#)**1527.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Baricheck's solution](#)**1528.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Baricheck's solution](#)

1529.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Baricheck's solution](#)

1530.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Baricheck's solution](#)

1531.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Baricheck's solution](#)

1532.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Baricheck's solution](#)

1533.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Baricheck's solution](#)

1534.

1510E

[Equilibrium Point](#) [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1535.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Baricheck's solution](#)

1536.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Baricheck's solution](#)

1537.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1538.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Baricheck's solution](#)

1539.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Baricheck's solution](#)

1540.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Baricheck's solution](#)

1541.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Baricheck's solution](#)

1542.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Baricheck's solution](#)

1543.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · last AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Baricheck's solution](#)

1544.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Baricheck's solution](#)

1545.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1546.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Baricheck's solution](#)

1547.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Baricheck's solution](#)

1548.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Baricheck's solution](#)

1549.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Baricheck's solution](#)

1550.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Baricheck's solution](#)

1551.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[Baricheck's solution](#)

1552.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Baricheck's solution](#)

1553.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Baricheck's solution](#)

1554.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Baricheck's solution](#)

1555.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Baricheck's solution](#)

1556.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Baricheck's solution](#)

1557.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Baricheck's solution](#)

1558.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Baricheck's solution](#)

1559.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Baricheck's solution](#)

1560.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Baricheck's solution](#)

1561.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Baricheck's solution](#)

1562.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-09-16 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Baricheck's solution](#)

1563.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[Baricheck's solution](#)

1564.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Baricheck's solution](#)

1565.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[Baricheck's solution](#)

1566.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Baricheck's solution](#)

1567.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Baricheck's solution](#)

1568.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2018-04-30 · last AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1569.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · last AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Baricheck's solution](#)

1570.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Baricheck's solution](#)

1571.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Baricheck's solution](#)

1572.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[Baricheck's solution](#)

1573.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-30 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Baricheck's solution](#)

1574.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-20 · last AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Baricheck's solution](#)

1575.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2017-03-02 · last AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Baricheck's solution](#)

1576.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-02 · last AC: 2022-10-06 · GNU C++11 (first AC) · Tags: data structures, dsu

[Baricheck's solution](#)

1577.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[Baricheck's solution](#)

1578.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[Baricheck's solution](#)

1579.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Baricheck's solution](#)

1580.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-07 · last AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Baricheck's solution](#)

1581.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Baricheck's solution](#)

1582.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Baricheck's solution](#)

1583.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Baricheck's solution](#)

1584.

105141E

[Safe Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1585.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1586.

105141B

[Reliable delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1587.

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1588.

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1589.

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1590.

105141D

[Difficult problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1591.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1592.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1593.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1594.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1595.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1596.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1597.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1598.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1599.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1600.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1601.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1602.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1603.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1604.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1605.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1606.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1607.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1608.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1609.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1610.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1611.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1612.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1613.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Baricheck's solution](#)

1614.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1615.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1616.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1617.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1618.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1619.

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1620.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1621.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1622.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1623.

104017F

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1624.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1625.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1626.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1627.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1628.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1629.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1630.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1631.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1632.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1633.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1634.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1635.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1636.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1637.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1638.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1639.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1640.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1641.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1642.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1643.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1644.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1645.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1646.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1647.

104373H

[Permutation on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1648.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1649.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1650.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1651.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1652.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1653.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1654.

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1655.

104713B

[Bank Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1656.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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1657.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1658.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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1659.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1660.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1661.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1662.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1663.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1664.

101190C

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1665.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1666.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1667.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1668.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1669.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1670.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1671.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1672.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1673.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1674.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1675.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1676.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1677.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1678.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1679.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1680.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1681.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1682.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1683.

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1684.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1685.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1686.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1687.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1688.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1689.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1690.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1691.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1692.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1693.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1694.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1695.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1696.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1697.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1698.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1699.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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1700.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1701.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1702.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1703.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1704.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1705.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1706.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1707.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1708.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1709.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1710.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1711.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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1712.

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1713.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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1714.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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1715.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1716.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · PyPy 3-64 (first AC) · Tags: —

[Baricheck's solution](#)

1717.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1718.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1719.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

1720.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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1721.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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1722.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1723.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1724.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1725.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1726.

101194L

[Number Theory Problem](#) · [Tutorial](#)

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[Barichek's solution](#)

1727.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1728.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1729.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1730.

104118E

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

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1731.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1732.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1733.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1734.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1735.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1736.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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1737.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1738.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1739.

101490F

[Endless Turning](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1740.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1741.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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1742.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1743.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1744.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1745.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1746.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1747.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1748.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1749.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1750.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1751.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1752.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1753.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1754.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1755.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1756.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1757.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1758.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1759.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1760.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1761.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1762.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1763.

104077J

[Strange Sum](#) · [Tutorial](#)

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[Barichek's solution](#)

1764.

104077F

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1765.

104023B

[Recruitment](#) · [Tutorial](#)

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[Barichek's solution](#)

1766.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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1767.

104023K

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[Barichek's solution](#)

1768.

104023D

[Sternhalma](#) · [Tutorial](#)

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1769.

104023G

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1770.

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1771.

104023C

[Grass](#) · [Tutorial](#)

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1774.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1775.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1776.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1777.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1778.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1779.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1780.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1781.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1782.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1783.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1784.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1785.

104020K

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

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1786.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1787.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1788.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1789.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1790.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1791.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1792.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1793.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1794.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1795.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1796.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1797.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1798.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1799.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1800.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · last AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1801.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1802.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1803.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1804.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1805.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1806.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1807.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1808.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1809.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1810.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1811.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1812.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1813.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1814.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1815.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1816.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1817.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1818.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1819.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1820.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1821.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1822.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1823.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1824.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1825.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1826.

103447B

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

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1827.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1828.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1829.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1830.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1831.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1832.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

1833.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1834.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1835.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1836.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

1837.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1838.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1839.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1840.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1841.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1842.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1843.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1844.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1845.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1846.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1847.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1848.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1849.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1850.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1851.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1852.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1853.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Barichek's solution](#)

1854.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1855.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1856.

103729J

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

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1857.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1858.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1859.

103729B

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

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1860.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1861.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1862.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · last AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1863.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1864.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1865.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1866.

101630A

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

Rating: — · first AC: 2018-01-12 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1867.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1868.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1869.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1870.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1871.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1872.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · last AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1873.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1874.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1875.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1876.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1877.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1878.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1879.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1880.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1881.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1882.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1883.

103202F

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

Rating: — · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1884.

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1885.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1886.

102136D

[Badroaville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1887.

102136C

[Kingdom Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1888.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1889.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1890.

102136J

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

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1891.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Baricheck's solution](#)

1892.

102136I

[Permutations again](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1893.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1894.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1895.

102263E

[Longest path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1896.

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1897.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1898.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1899.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1900.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1901.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1902.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1903.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1904.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1905.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1906.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1907.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1908.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1909.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1910.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1911.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1912.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1913.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1914.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1915.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1916.

103119L

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

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1917.

100025H

[NIMG](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1918.

100025A

[A Lot](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1919.

100025E

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1920.

100025K

[Number of Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1921.

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1922.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1923.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1924.

102832J

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

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1925.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1926.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1927.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1928.

102832D

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

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1929.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1930.

1531E1

[B > D BC,, @ Cä2C#0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Barichek's solution](#)

1931.

1531A

[At8CÔ3OT@iicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Barichek's solution](#)

1932.

1531D

[B 5CD0C#Boja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Barichek's solution](#)

1933.

1531C

[B 80ÄieCTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Barichek's solution](#)

1934.

1531B1

[AÄ=CÖ8D\\$>D 8CÖ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Barichek's solution](#)

1935.

1531B2

[AÄ=CÖ8D\\$>D 8CÖ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Barichek's solution](#)

1936.

101164B

[Favorite music · Tutorial](#)

Rating: — · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1937.

101164I

[Cubes · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1938.

101164E

[Exam · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1939.

101164J

[Marathon · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1940.

101164C

[Castle · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1941.

101164A

[Three Squares · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1942.

101164H

[Pub crawl · Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1943.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1944.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1945.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1946.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1947.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1948.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1949.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1950.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1951.

102835I

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

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1952.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1953.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1954.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1955.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1956.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1957.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1958.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

1959.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1960.

103055H

[Grammy and HearthStone](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1961.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1962.

103055K

[Grammy's Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1963.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1964.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1965.

103055D

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

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1966.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1967.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1968.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1969.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1970.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1971.

103055F

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

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Barichek's solution](#)

1972.

103055A

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

Rating: — · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1973.

102896I

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

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1974.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

1975.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1976.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1977.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1978.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1979.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1980.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1981.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1982.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1983.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1984.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1985.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1986.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1987.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1988.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

1989.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1990.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1991.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1992.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1993.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1994.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1995.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1996.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1997.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

1998.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

1999.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2000.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2001.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2002.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2003.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2004.

103049B

[Bulldozer](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2005.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2006.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2007.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2008.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2009.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2010.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2011.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2012.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2013.

103049C

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

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2014.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2015.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2016.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2017.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2018.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2019.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Baricheck's solution](#)

2020.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2021.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2022.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2023.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2024.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2025.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2026.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2027.

102452C

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

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2028.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2029.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2030.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2031.

102375J

[A>D@C ;D°](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2032.

102375L

[A 7C,6C 9D,,8CR BCäGC#8](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2033.

102375K

[<<A#>CÖBC#D#ää 4C´O CD2Cä8DP](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2034.

102375G

[ATAD\\$li@´8 CD5C´8D\\$5C´L?](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2035.

102375H

[ICPC · Tutorial](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2036.

102375D

[AD@CaDD" A](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2037.

102375I

[B 7D@B 2C´5CÖ8CR 7C 4C G](#)

Rating: — · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2038.

102375E

[ADÖÄAC#8C´ @CT3C´0CÄ5CÖB](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2039.

102375C

[B 7C\\$? 4CT=C,,O](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2040.

102375B

[A 7CÖLID,,8CR ?CT@CT<CT=D°](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2041.

102375F

[AD@C2C,,;DÄ=D´9 Cö>CD<CÖ>C4>D43Cä;DÄ=C,,:](#)

Rating: — · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2042.

102375A

[A @CjDÄ5D\\$8D!5D :C O CÄ0C48Dö](#)

Rating: — · first AC: 2020-09-09 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

2043.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2044.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2045.

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2046.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2047.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2048.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2049.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · last AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2050.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · last AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2051.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2052.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2053.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2054.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2055.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2056.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2057.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2058.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2059.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2060.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2061.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2062.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2063.

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2064.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2065.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2066.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2067.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2068.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2069.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2070.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2071.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2072.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2073.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2074.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2075.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2076.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2077.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2078.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2079.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2080.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2081.

100538L

[A5x015C"1Cä;](#)

Rating: — · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2082.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2083.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2084.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2085.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2086.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2087.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2088.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2089.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2090.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2091.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2092.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2093.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2094.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2095.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2096.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2097.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2098.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2099.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2100.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2101.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2102.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · last AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2103.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2104.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2105.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2106.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2107.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2108.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2109.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2110.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2111.

101528C

[A,,3D!00!BCR 2 DDCD\\$1Cä;!](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2112.

101528G

[A!00Ä!C A D,,5D BCT@CT=C#0CÄ8](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2113.

101528J

[A@C#3D4;C#0](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2114.

101528E

[A > 0!sD\\$>-2](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2115.

101528H

[A!#00!C€](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2116.

101528F

[A\\$K0t0D ;C,,BCT;DÄ=C O C,,ED\\$8Cä;Cä3C,,O](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2117.

101528B

[B 00Ä!C FC,,DD](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2118.

101528I

[A05D!5CÄ5D,,8C\\$0C08CP](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2119.

101528A

[B,UDT, C BCÔKCR 1C BC ;C,,8](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2120.

101528D

[AD@Ca1DÀ](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2121.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2122.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2123.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2124.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2125.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2126.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2127.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2128.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2129.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2130.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2131.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2132.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2133.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2134.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2135.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2136.

101921E

[Splitting the Cuboid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · last AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2137.

101921L

[Posters](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2138.

101921G

[Travels](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2139.

101921C

[Rolling the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2140.

101921H

[A\\$5068E0D0 "C 1C'8Dd0 B4<CÔ>Cd5CÔ8Dđ](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2141.

101921I

[A 500000>C\\$> D ;Cä6CT=C,,5](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2142.

101921J

[Bä10jaCT9](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2143.

101921F

[Binary Strings · Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2144.

101921B

[Byteland Olympiad in Informatics · Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2145.

101921K

[Arcane Missiles · Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2146.

101921D

[Deleting the Integers · Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2147.

101921M

[Algebraic Exercise · Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2148.

101921A

[Aä10T4](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2149.

101950I

[AD50r5C\\$=C ;CTACä@D41Cä2](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2150.

101950E

[AD@012C05C4@CTGCTAC#8C' 8Ct>CÄ>D DC,,7CÄ](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2151.

101950H

[Aöx0#@ C AC#0](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2152.

101950G

[B\\$0C,iaD BC\\$5CÔ=D'9 D 8D\\$CC ;](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2153.

101950B

[A\\$5C0iC=8C' 1Cä9](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2154.

101950F

[A45C0iC, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2155.

101950C

[Bö1C,iaAö0CÔ4Cä@D°](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2156.

101950D

[A70D46Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2157.

101950A

[B BC@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2158.

101950J

[A,3D0iC" AD\\$@Cä:C€](#)

Rating: — · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2159.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Barichek's solution](#)

2160.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2161.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2162.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2163.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2164.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2165.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2166.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2167.

101954D

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

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2168.

101954C

[Rullete](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2169.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2170.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2171.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2172.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2173.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2174.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2175.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2176.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2177.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2178.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2179.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2180.

101464A

[The Table](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2181.

101464H

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2182.

101464E

[Control Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2183.

101464J

[Shares](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2184.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2185.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2186.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2187.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2188.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2189.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Baricheck's solution](#)

2190.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2191.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2192.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2193.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2194.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2195.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2196.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2197.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2198.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2199.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2200.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2201.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2202.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2203.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2204.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2205.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2206.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2207.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2208.

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2209.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2210.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2211.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2212.

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · last AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2213.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2214.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2215.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2216.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2217.

101755L

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

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2218.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2219.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2220.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2221.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2222.

101755E

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

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2223.

101755A

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

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2224.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2225.

101723C

[A050D0 QC=8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2018-02-12 · last AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2226.

101723B

[A\\$:CäCä=CÖKCR :Cä@Cä1C=8 D :Cä=DD5D\\$0CÄ8](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2227.

101723A

[A@CäACÄ>D\\$@ D 5D 8C ;Cä2](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2228.

100436E

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-11 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2229.

100436C

[Circles-2 · Tutorial](#)

Rating: — · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2230.

101446F

[Tree and Strings · Tutorial](#)

Rating: — · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2231.

101446H

[Flooding · Tutorial](#)

Rating: — · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2232.

101445J

[Bt>Ct=DlBD'9 C6@CädCTAD>D Ó](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2233.

101445H

[Bt8D;C6k<CÔ>Cd5D BC" A D 0Ct4CT;CT=CÔKCÄ8 DÔ;CT<CT=D\\$0CÄ8](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2234.

101445D

[B4C6C#8](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2235.

101445C

[A..3D0fBt8D ;C @](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2236.

101445B

[AÄKDrj0, > C6@CT:D 0D =Cä<](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2237.

101445G

[A\\$CDeD'9 CÄ8D](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2238.

101445E

[AÄD;0C, CCÄKC\\$0C`LCÔ:C€](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2239.

101445F

[AöD;Cä2C#0 CD;Dò 2CT;CäAC,,?CT4Cä2](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2240.

100957H

[LED-B18DD@D°](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2241.

100957J

[A,3D0aA65D\\$8](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2242.

100957G

[A,3D0aA\\$0D 8](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2243.

100957C

[B BD00Ô=C O DDCCÔ:Dd8Dä](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2244.

100957I

[AÖ50D5`8 C,,AC=CD AD\\$2C](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2245.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2246.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2247.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2248.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2249.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2250.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

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

[Baricheck's solution](#)

2251.

101572B

[Best Relay Team](#) · [Tutorial](#)

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

[Baricheck's solution](#)

2252.

101572J

[Judging Moose](#) · [Tutorial](#)

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

[Baricheck's solution](#)

2253.

101286E

[A00013 BDÂ](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2254.

101286D

[B0D7al](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2255.

101286J

[B#D7al](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2256.

101286I

[A#B0â4C'8CÔ=CT5?](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2257.

101286C

[A\\$@C'30Äa>CT3Câ 2D 0C40 — CÄ>C' 4D CC2](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2258.

101286B

[A#00DCTBC#8](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2259.

100362D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · last AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2260.

101536E

[A0500N DTC"BCR =C HC BD'@DÂ](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2261.

101536G

[A#D7aC'8](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2262.

101536J

[B4=0;C ;DÄ=D'5 D CCÄ<D°](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2263.

101536D

[Supreme Commander](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2264.

101536C

[B10ä20 @DÄ](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2265.

101536A

[AD20riaCä@C,,4Cä@C](#)

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2266.

101551F

[A400@C, 8 CÔ>D :C€](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2267.

101551C

[Aô@CäBäCä; <<B CCD=Cä3Cä 4CÔ>>](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2268.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2269.

101551D

[A7;CäE C Ä=Cä3Cä7C 4C GCÔ>D BDÄ](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2270.

101551E

[B-0010,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2271.

101551G

[Aç;C75D C,,=C4ACÄ0CÔ>C](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2272.

101551A

[A1C00D4=D\\$K](#)

Rating: — · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2273.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2274.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2275.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2276.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2277.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2278.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2279.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2280.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2281.

101484J

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

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2282.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2283.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2284.

100140I

[Aô@CâD4;C=0 CÔ0 C=0D\\$5D 5](#)

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2285.

100140E

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-24 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2286.

100140H

[A-80C5D† =C :C BCT@](#)

Rating: — · first AC: 2017-02-24 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2287.

100140J

[AD=0C\\$5D 8CP](#)

Rating: — · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2288.

100140F

[AD=CiÂBCÔ>](#)

Rating: — · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2289.

100140B

[Aô>D\\$=0c 2 CD2D44Cä;DÄ=Cä< C4@C DCP](#)

Rating: — · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2290.

100140D

[A\\$5D H0,,=CÔ>-CÔ5Cô5D 5D 5C=0DäiC,,5D O CôCD\\$8](#)

Rating: — · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2291.

100140A

[A-00C=AC,,<C ;DÄ=D´9 Cô>D\\$>C](#)

Rating: — · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2292.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2293.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2294.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-22 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2295.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2296.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2297.

100536A

[Ancient Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2298.

100493I

[A@C@AD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2299.

100119D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2300.

100119C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2301.

100119B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2302.

100119A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-10 · last AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2303.

100122I

[A\\$5078C#0Dò HCTAD\\$5D :C](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2304.

100122D

[AD5D6@ BDÂ AD\\$@Câ9!](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2305.

101225B

[AD5Di5C\\$=C€](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2306.

101225A

[A=PC0D\\$0 C60D :Cä2C=8](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2307.

1012543

[B 00=0TICT=C,,5 CD0CÔ=D`E](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2308.

1012542

[A=001C=CC`OD\\$>D](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2309.

1012541

[A=00A?D4A](#)

Rating: — · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2310.

100100A

[A · Tutorial](#)

Rating: — · first AC: 2017-02-02 · last AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2311.

100093F

[F · Tutorial](#)

Rating: — · first AC: 2017-02-01 · last AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2312.

100117C

[A=8D\\$0C^AC=0Dò 8C4@C \\$&CtOCÔLD,,8CD7D²](#)

Rating: — · first AC: 2017-02-01 · FPC (first AC) · Tags: —

[Baricheck's solution](#)

2313.

100117E

[BD@D4:D\\$>C\\$KC' ACä:](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2314.

100117I

[B B0=8C=8](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2315.

100117F

[A=0040D 0CD6C](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2316.

100117D

[Ad8C=0DÂ FC\\$5D\\$0 C,,=CD8C4>](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2317.

100117G

[A@CäC,,2D`5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-02-01 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

2318.

100117H

[AÄCÖEECTBD\\$5CÖAC#8CR CC`8DdK](#)

Rating: — · first AC: 2017-01-30 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

2319.

100117A

[B,,0DTäC BCÖ0Dò <C AD\\$5D AC#0Dö](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2320.

100235D

[D · Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2321.

100235E

[E · Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2322.

100235C

[C · Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2323.

100235B

[B · Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2324.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2325.

100124F

[B5D\\$ä](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2326.

100124C

[A@CäC 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2327.

100124B

[A5D\\$CÖ:C](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2328.

100106B

[A 5D, Dd = CDAC=8C' DD4BC >C'LCÔKC' ACäNCp](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2329.

100106E

[BDOD\\$1Cä;DÄ=D`5 Cö>C`O](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2330.

100106D

[B15CÄC,,>CÔOD](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2331.

100106I

[B`BÖ4C,,>CÐ](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2332.

100106A

[B\\$5C15D JCT<Cα0](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2333.

100106F

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2334.

100106C

[A 2D\\$>CÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2335.

100140C

[k-D 2Dö7CÔ>D BDÀ](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2336.

100693C

[AD2ÖRCC`8D\\$:C€](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2337.

101192D

[Bulls and cows · Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Barichek's solution](#)

2338.

101192F

[Stone, grass and fire · Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2339.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2340.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-05 · Python 3 (first AC) · Tags: —

[Baricheck's solution](#)

2341.

100693B

[Bd8DD#@Cä2D´5 Cª>D =C€](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2342.

100693A

[AççCöCö:C 2CT;CäAC,,?CT4C](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2343.

100673C

[AôUCóçDt:C, 8 B,,0D =C,,@D°](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2344.

100673B

[A.TGD@!](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2345.

100673A

[B\\$Dd#@,,:CTBD² 2 CÄ5D\\$@Cà](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2346.

100653A

[AÄ0048Dt5D :C,,5 Cª0D BCäGCª8](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2347.

100083E

[AççCäBC,,2Cä?Cä6C @CÔ0Dò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2348.

100083D

[B\\$Dd@, ACäGC´5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2349.

100083C

[AÄªDi8D°](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2350.

100083B

[A · Tutorial](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2351.

100083A

[A · Tutorial](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Baricheck's solution](#)

2352.

100238A

[A · Tutorial](#)

Rating: — · first AC: 2016-11-14 · last AC: 2016-11-14 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2353.

100414A

[A · Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2354.

100809C

[B · Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2355.

100809H

[A · Tutorial](#)

Rating: — · first AC: 2016-11-13 · last AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2356.

100809A

[A · Tutorial](#)

Rating: — · first AC: 2016-11-13 · last AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2357.

100809D

[A · Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2358.

100809E

[A · Tutorial](#)

Rating: — · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2359.

100238B

[B · Tutorial](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2360.

100238C

[C · Tutorial](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2361.

100149J

[BtC06G=C :C <C,,=CP](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2362.

100149F

[HEX · Tutorial](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2363.

100149G

[B\\$5DcBaCÔ0 D\\$CCô>D BDÀ](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2364.

100149E

[A7DraD :Cä?](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2365.

100149I

[AScHCT1CÔKC' <CTHCä:](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2366.

100149D

[BtCä=D°](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2367.

101149F

[The Weakest Sith · Tutorial](#)

Rating: — · first AC: 2016-11-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2368.

101149C

[Mathematical Field of Experiments · Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2369.

101149J

[Panoramic Photography · Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2370.

101149H

[Streets of Working Lanterns · Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2371.

101149I

[It's the Police · Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2372.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2373.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2374.

100319D

[A00C0A,C,ADÂ =C AD\\$5CÔ5](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2375.

100319B

[B\\$>Df0A>D\\$>Dt:C À Ct0CôOD\\$0Dòâââ](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2376.

100319E

[A\\$5D<CÄKCR 0D 3D4<CT=D\\$K](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2377.

100319G

[A1505CÔKC' 8 Dt5D =D'9](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2378.

100319A

[A AD&Dd8C BC,,2CÔ>CR <D`HC`5CÔ8CP](#)

Rating: — · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2379.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2380.

101110I

[A\\$5CÔBC,,;DôFC,,O](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2381.

101110F

[A00Cf1DC,,;D K-D CDDDC,,;D K](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2382.

101110E

[B-B007C CT=CÔ0Dò 1C HCÔO AÄ0C=AC](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2383.

101110J

[B\\$@C4>C'LC08C#8](#)

Rating: — · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2384.

101110C

[AÄ#CäGC'5CÔK](#)

Rating: — · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2385.

101110A

[A#C0CÄCÄCÔK](#)

Rating: — · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2386.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2387.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2388.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2389.

100947J

[Killing everything](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · last AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2390.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2391.

100812I

[Dragon Delivers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2392.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2393.

100947E

[Qwerty78 Trip](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2394.

100947H

[Phobia](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2395.

100947G

[Square Spiral Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2396.

100947K

[Jpeg](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2397.

100947I

[What a Mess](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2398.

100947F

[black-white](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2399.

100947D

[The Three Kings of Asgard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2400.

100947C

[Rotate It !!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2401.

100947B

[8 Queens, Again!!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2402.

100947A

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2403.

100796E

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

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2404.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2405.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2406.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2407.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2408.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2409.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2410.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2411.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2412.

100778A

[B\\$0D4C0KC' ?D4BDÀ](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2413.

100778C

[A0>0000 ? C, 8D BCäGC08C# AC\\$5D\\$0](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2414.

100778B

[A000A0t5D" @C 7CÄ5D"5C08C•](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2415.

100778J

[A05D5C\\$>D 0Dt8C\\$0C08CR :C @D\\$>Dt5C](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2416.

100778I

[B · Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2417.

100128B

[B · Tutorial](#)

Rating: — · first AC: 2016-09-04 · last AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2418.

100092G

[G · Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2419.

100092E

[E · Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2420.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2421.

100092C

[C · Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2422.

100128I

[B · Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2423.

100128H

[A · Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2424.

100817H

[Heal · Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2425.

100817I

[Is It Tetris? · Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2426.

100817E

[Equation · Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2427.

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2428.

100817L

[Looking for Next String](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2429.

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2430.

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2431.

100850I

[Aä1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2016-09-02 · last AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2432.

100850F

[B T0C>Cò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2433.

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2434.

100044K

[AäD>C`5C\\$AC=0Dò 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2016-08-31 · last AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2435.

100044H

[B T0Crial](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2436.

100044G

[A T0Cò>D](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2437.

100044F

[A T0C40Ct8Cö](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2438.

100044D

[A7D0BC,,=C,,FC](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2439.

100044A

[A00C,1Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2440.

100036F

[B_00t2Gf5Dt5C08Dò A C,,7CÄ5D 8D\\$5C`5CÄ](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2441.

100036G

[A@Ct11C,,9 A@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2442.

100036J

[A40C6SCD0C0AC#0Dò >C >D >C00](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2443.

100036E

[B 7D 00\\$5CD;C,,2C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2444.

100600D

[AÄ00f6C0LC#>CR =Cä2CäACT;DÄ5](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2445.

100600H

[B67Dut0h](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2446.

100600G

[B\\$00id4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2447.

100600F

[B_@CT4C,,7CT<DÄ5 C" >Cò0D =CäAD\\$8](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2448.

100600E

[A7Cä@Cä2D`9 D >CÐ](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2449.

100600C

[BTDotCo@CàA](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2450.

100600B

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2451.

100600A

[A0>C\\$0Dò =C 4CT6CD0](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2452.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2453.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2454.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2455.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2456.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2457.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · last AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2458.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · last AC: 2016-08-26 · PyPy 3 (first AC) · Tags: —

[Barichek's solution](#)

2459.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2460.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-12 · last AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2461.

100118C

[B4D506;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2462.

100118I

[A0;CT= Dò BC,,2](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2463.

100118J

[AD500l D >Cd4CT=C,,O C\\$8C#8CÔ3C](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2464.

100118E

[A0#01a C\\$8CÔ0](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2465.

100118D

[A 0C46D,,>CÔ>Cç C,,;C`8](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2466.

100118H

[B50GD](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2467.

100118B

[B 50mG<C =C 7C 1Ca@CP](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2468.

100118A

[B 50mG <CÔ>CR >C JD62C`5CÔ8CP](#)

Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2469.

100006B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2470.

100006E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2471.

100006C

[C · Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2472.

100006H

[H · Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2473.

100005F

[F · Tutorial](#)

Rating: — · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2474.

100005H

[H · Tutorial](#)

Rating: — · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2475.

100005G

[G · Tutorial](#)

Rating: — · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2476.

100005E

[E · Tutorial](#)

Rating: — · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2477.

100005D

[D · Tutorial](#)

Rating: — · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2478.

100528D

[Add @ C : CTH](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2479.

100528G

[B = D for a D : Cä1 C = 0DP](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2480.

100528H

[B ? D4ACc ? Cä; CäA](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Baricheck's solution](#)

2481.

100528B

[A., 3D0C! •](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2482.

100528C

[A7CCT>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2483.

100528F

[BD*0\\$>D 0CÄ:C](#)

Rating: — · first AC: 2016-08-19 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2484.

100528I

[A,7Cei](#)

Rating: — · first AC: 2016-08-19 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2485.

100528A

[ASKD00\\$=C,,2C =C,,5 C\\$5D”5D BC\\$5CÔ=D’E Dt8D 5C°](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2486.

100033H

[B ;CT4D4ND”5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2016-08-17 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2487.

100033I

[B 7CÄisCD2Cä9D BC\\$5CÔ=D’9 CD>C=CCÄ5CÔB](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2488.

100033D

[BÔCTD\\$@C,,GCTAD\\$2Cà](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2489.

100033B

[B->D0C\\$=Cä2C =C,,O Cò> Cò@Cä3D 0CÄ<C,,@Cä2C =C,,N](#)

Rating: — · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2490.

100834B

[Polycarp and Polynoms · Tutorial](#)

Rating: — · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2491.

100834K

[Polycarp and Lamps · Tutorial](#)

Rating: — · first AC: 2016-08-15 · last AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2492.

100834J

[Polycarp and Dividend · Tutorial](#)

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2493.

100834L

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

Rating: — · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2494.

100834C

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

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2495.

100834G

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

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2496.

100834F

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

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2497.

100834D

[Polycarp and the Table](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2498.

100988D

[AôDri5Cô@CäHC,,2C=0](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2499.

100988F

[AôDri5Cô@CäHC,,2C=0](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2500.

100988A

[AôDri5Cô@CäHC,,2C=0](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2501.

100988C

[ContestCalendar](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · last AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2502.

100988B

[AôDri5Cô@CäHC,,2C=0](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2503.

100952B

[New Job](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2504.

100952G

[The jar of divisors](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2505.

100952F

[Contestants Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2506.

100952C

[Palindrome Again !!](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2507.

100952A

[Who is the winner?](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2508.

100935H

[Bend Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2509.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2510.

100885A

[A,TCAC ACä1D BC\\$5CÔ=D`5](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Barichek's solution](#)

2511.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · last AC: 2016-06-16 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2512.

100092B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-12 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2513.

100092A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-12 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2514.

100033K

[A@C,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2515.

100033F

[A to D in C, GCTAC to 8CR 7C EC\\$0D\\$GC,,C€](#)

Rating: — · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2516.

100504B

[A to C to CA](#)

Rating: — · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2517.

1010211

[Guess the Number](#) · Tutorial

Rating: — · first AC: 2016-06-08 · last AC: 2016-06-08 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2518.

100989A

[LCS \(A\)](#) · Tutorial

Rating: — · first AC: 2016-05-24 · Python 3 (first AC) · Tags: —

[Barichek's solution](#)

2519.

100493B

[A to D in TBC > C°](#)

Rating: — · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2520.

100493E

[A to D in C'8](#)

Rating: — · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2521.

100172C2

[A to D in C ?D OCA>C' Ò](#)

Rating: — · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2522.

100172C1

[A to D in C ?D OCA>C' Ò](#)

Rating: — · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2523.

100172F2

[A to D in D'9 C ;C4>D 8D\\$< AT2C;C,,4C Ò](#)

Rating: — · first AC: 2016-05-15 · Java 7 (first AC) · Tags: —

[Barichek's solution](#)

2524.

100172F1

[A to D in D'9 C ;C4>D 8D\\$< AT2C;C,,4C Ò](#)

Rating: — · first AC: 2016-05-15 · Java 7 (first AC) · Tags: —

[Barichek's solution](#)

2525.

100172B1

[A to D in D\\$8C03 - 1](#)

Rating: — · first AC: 2016-05-15 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2526.

100017F

[F · Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2527.

100017D

[D · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2528.

100017E

[E · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2529.

100017C

[C · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2530.

100017B

[B · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2531.

100017A

[A · Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2532.

100012E

[Rabbit Hunt · Tutorial](#)

Rating: — · first AC: 2016-05-10 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2533.

100012A

[Drawing Lesson · Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2534.

100010B

[Trap · Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2535.

100010A

[Conduit · Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2536.

100010C

[Escape · Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2537.

100010E

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2538.

100010D

[Reconnaissance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2539.

100188G

[B&D&C,,@Cä2Cα0](#)

Rating: — · first AC: 2016-05-08 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2540.

100188J

[B GQ AD\\$;C,,2D´5 C 8C´5D\\$K C" 1D44D4ICT<](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2541.

100188L

[A&D&C, >CD8CÔ0Cα>C\\$KCR AD\\$@Cä:C€](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2542.

100188K

[AD2CRAD\\$@Cä:C€](#)

Rating: — · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2543.

100188I

[KITNAMORIROMANTIK](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2544.

100188H

[10102](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2545.

100188E

[@ 6CqjaC" BD4<C =CP](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2546.

100188D

[@ 6CqjaC" "C,,1CTBCP](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2547.

100188B

[AÄODr2Cα>D 7C,,=CR](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2548.

100188A

[A\\$5D>DôBCÔ>D BDÂ 2D'8C4@D'HC](#)

Rating: — · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2549.

100885B

[A50f5C=C O CD>D >C40](#)

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2550.

100885D

[A\\$7DôBDÂ 2D 5 CäAD\\$0D\\$:C€](#)

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2551.

100885C

[The Last Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: —

[Barichek's solution](#)

2552.

100166A

[BD,Cä9C@](#)

Rating: — · first AC: 2016-01-28 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2553.

100845A

[AÄ>Oô>D\\$>CÔ=CäAD\\$L](#)

Rating: — · first AC: 2016-01-28 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2554.

100853B

[B 70tCä5 Ct2CT=Cà](#)

Rating: — · first AC: 2016-01-28 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2555.

100853A

[A;D4rD4 6CR =CR 0CÔ>CÔ8CÄ=D'E Cö@Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2016-01-28 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2556.

100160D

[A\\$7Cö#Qä2Cä9 Cä1DT>CB 3D 0DD0](#)

Rating: — · first AC: 2016-01-27 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2557.

100160C

[B.0DAD\\$>Dô=C,,5 CäB Cä>D =Dö](#)

Rating: — · first AC: 2016-01-26 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2558.

100160B

[AD5Di5C\\$>](#)

Rating: — · first AC: 2016-01-26 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2559.

100160A

[B2D07C0>D BDÀ](#)

Rating: — · first AC: 2016-01-24 · FPC (first AC) · Tags: —

[Barichek's solution](#)

2560.

399A

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Quality: 4,232 global accepts · Rating: — · first AC: 2015-10-31 · FPC (first AC) · Tags: implementation

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