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Unique solved — Belonogov

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

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

Filters: none

Count: 1,932

- 1.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,210 global accepts · Rating: 800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[Belonogov's solution](#)
- 2.**
1523A
[Game of Life](#) · [Tutorial](#)
Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Belonogov's solution](#)
- 3.**
344A
[Magnets](#) · [Tutorial](#)
Quality: 153,313 global accepts · Rating: 800 · first AC: 2019-01-25 · Python 3 (first AC) · Tags: implementation
[Belonogov's solution](#)
- 4.**
617A
[Elephant](#) · [Tutorial](#)
Quality: 249,089 global accepts · Rating: 800 · first AC: 2019-01-23 · last AC: 2019-01-23 · Python 3 (first AC) · Tags: math
[Belonogov's solution](#)
- 5.**
867A
[Between the Offices](#) · [Tutorial](#)
Quality: 20,630 global accepts · Rating: 800 · first AC: 2019-01-20 · Python 3 (first AC) · Tags: implementation
[Belonogov's solution](#)
- 6.**
703A
[Mishka and Game](#) · [Tutorial](#)
Quality: 66,577 global accepts · Rating: 800 · first AC: 2019-01-20 · Python 3 (first AC) · Tags: implementation
[Belonogov's solution](#)
- 7.**
785A
[Anton and Polyhedrons](#) · [Tutorial](#)
Quality: 110,939 global accepts · Rating: 800 · first AC: 2019-01-20 · Python 3 (first AC) · Tags: implementation, strings
[Belonogov's solution](#)
- 8.**
959A
[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)
Quality: 55,664 global accepts · Rating: 800 · first AC: 2019-01-19 · Python 3 (first AC) · Tags: games, math
[Belonogov's solution](#)
- 9.**
1030A
[In Search of an Easy Problem](#) · [Tutorial](#)
Quality: 171,438 global accepts · Rating: 800 · first AC: 2019-01-19 · Python 3 (first AC) · Tags: implementation
[Belonogov's solution](#)

10.

791A

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

Quality: 257,182 global accepts · Rating: 800 · first AC: 2019-01-19 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

11.

935A

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

Quality: 47,231 global accepts · Rating: 800 · first AC: 2019-01-19 · Python 3 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

12.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,059 global accepts · Rating: 800 · first AC: 2019-01-18 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

13.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,344 global accepts · Rating: 800 · first AC: 2019-01-18 · Python 3 (first AC) · Tags: dp, greedy

[Belonogov's solution](#)

14.

977A

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

Quality: 217,454 global accepts · Rating: 800 · first AC: 2019-01-18 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

15.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

16.

888A

[Local Extrema](#) · [Tutorial](#)

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

[Belonogov's solution](#)

17.

855A

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

Quality: 27,334 global accepts · Rating: 800 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

18.

859A

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

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

[Belonogov's solution](#)

19.

837A

[Text Volume](#) · [Tutorial](#)

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

[Belonogov's solution](#)

20.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Belonogov's solution](#)

21.

750A

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

Quality: 92,547 global accepts · Rating: 800 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Belonogov's solution](#)

22.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: implementation, math

[Belonogov's solution](#)

23.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

24.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,744 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

25.

599A

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

Quality: 31,436 global accepts · Rating: 800 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

26.

443A

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

Quality: 112,025 global accepts · Rating: 800 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

27.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,503 global accepts · Rating: 800 · first AC: 2015-08-12 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

28.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

29.

228A

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

Quality: 139,784 global accepts · Rating: 800 · first AC: 2015-02-21 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

30.

467A

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

Quality: 155,912 global accepts · Rating: 800 · first AC: 2015-02-21 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

31.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,970 global accepts · Rating: 800 · first AC: 2015-02-21 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

32.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[Belonogov's solution](#)

33.

472A

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

Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory
[Belonogov's solution](#)

34.

281A

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

Quality: 270,935 global accepts · Rating: 800 · first AC: 2014-06-12 · Haskell (first AC) · Tags: implementation, strings
[Belonogov's solution](#)

35.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,291 global accepts · Rating: 800 · first AC: 2014-06-12 · Haskell (first AC) · Tags: greedy, implementation, sortings, strings
[Belonogov's solution](#)

36.

231A

[Team](#) · [Tutorial](#)

Quality: 430,180 global accepts · Rating: 800 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: brute force, greedy
[Belonogov's solution](#)

37.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,689 global accepts · Rating: 800 · first AC: 2011-04-01 · last AC: 2014-03-03 · Delphi (first AC) · Tags: brute force, math
[Belonogov's solution](#)

38.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

39.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,199 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

40.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,708 global accepts · Rating: 800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: brute force
[Belonogov's solution](#)

41.

266B

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

Quality: 166,059 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[Belonogov's solution](#)

42.

266A

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

Quality: 244,516 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

- 43.**
263A
[Beautiful Matrix](#) · [Tutorial](#)
Quality: 317,930 global accepts · Rating: 800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)
- 44.**
158A
[Next Round](#) · [Tutorial](#)
Quality: 320,414 global accepts · Rating: 800 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, implementation
[Belonogov's solution](#)
- 45.**
148A
[Insomnia cure](#) · [Tutorial](#)
Quality: 112,380 global accepts · Rating: 800 · first AC: 2012-02-06 · last AC: 2012-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[Belonogov's solution](#)
- 46.**
144A
[Arrival of the General](#) · [Tutorial](#)
Quality: 121,377 global accepts · Rating: 800 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)
- 47.**
141A
[Amusing Joke](#) · [Tutorial](#)
Quality: 101,399 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings
[Belonogov's solution](#)
- 48.**
12A
[Super Agent](#) · [Tutorial](#)
Quality: 15,423 global accepts · Rating: 800 · first AC: 2011-10-22 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)
- 49.**
9A
[Die Roll](#) · [Tutorial](#)
Quality: 69,664 global accepts · Rating: 800 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: math, probabilities
[Belonogov's solution](#)
- 50.**
34A
[Reconnaissance 2](#) · [Tutorial](#)
Quality: 34,679 global accepts · Rating: 800 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)
- 51.**
78A
[Haiku](#) · [Tutorial](#)
Quality: 15,434 global accepts · Rating: 800 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation, strings
[Belonogov's solution](#)
- 52.**
119A
[Epic Game](#) · [Tutorial](#)
Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)
- 53.**
46A
[Ball Game](#) · [Tutorial](#)
Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-05 · last AC: 2011-04-01 · GNU C++ (first AC) · Tags: brute force, implementation
[Belonogov's solution](#)

54.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,420 global accepts · Rating: 800 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: implementation, strings
[Belonogov's solution](#)

55.

80A

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

Quality: 66,295 global accepts · Rating: 800 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: brute force
[Belonogov's solution](#)

56.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,533 global accepts · Rating: 800 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

57.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2010-10-30 · last AC: 2011-04-01 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

58.

112A

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

Quality: 287,209 global accepts · Rating: 800 · first AC: 2011-09-05 · GNU C++ (first AC) · Tags: implementation, strings
[Belonogov's solution](#)

59.

110A

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

Quality: 199,475 global accepts · Rating: 800 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

60.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

61.

99A

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

Quality: 7,724 global accepts · Rating: 800 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: strings
[Belonogov's solution](#)

62.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2011-06-22 · GNU C++ (first AC) · Tags: implementation, math
[Belonogov's solution](#)

63.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,648 global accepts · Rating: 800 · first AC: 2011-04-01 · Delphi (first AC) · Tags: greedy, math
[Belonogov's solution](#)

64.

71A

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

Quality: 503,153 global accepts · Rating: 800 · first AC: 2011-03-29 · Delphi (first AC) · Tags: strings
[Belonogov's solution](#)

65.

61A

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

Quality: 136,193 global accepts · Rating: 800 · first AC: 2011-02-22 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

66.

59A

[Word](#) · [Tutorial](#)

Quality: 227,890 global accepts · Rating: 800 · first AC: 2011-02-17 · Delphi (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

67.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2010-12-17 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

68.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2010-12-07 · Delphi (first AC) · Tags: brute force, math

[Belonogov's solution](#)

69.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,522 global accepts · Rating: 900 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Belonogov's solution](#)

70.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Belonogov's solution](#)

71.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Belonogov's solution](#)

72.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

73.

814A

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

Quality: 11,045 global accepts · Rating: 900 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Belonogov's solution](#)

74.

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

[Belonogov's solution](#)

75.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

76.

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
[Belonogov's solution](#)

77.

765A

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

Quality: 9,559 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Belonogov's solution](#)

78.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 900 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Belonogov's solution](#)

79.

616A

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

Quality: 10,828 global accepts · Rating: 900 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation, strings
[Belonogov's solution](#)

80.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: implementation
[Belonogov's solution](#)

81.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,972 global accepts · Rating: 900 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[Belonogov's solution](#)

82.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[Belonogov's solution](#)

83.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,021 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 3 (first AC) · Tags: brute force, implementation, math
[Belonogov's solution](#)

84.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,993 global accepts · Rating: 900 · first AC: 2014-03-16 · Java 7 (first AC) · Tags: implementation
[Belonogov's solution](#)

85.

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: greedy, implementation
[Belonogov's solution](#)

86.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[Belonogov's solution](#)

87.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

88.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,686 global accepts · Rating: 900 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

89.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

90.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Belonogov's solution](#)

91.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2011-12-21 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

92.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,735 global accepts · Rating: 900 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: number theory

[Belonogov's solution](#)

93.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,018 global accepts · Rating: 900 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

94.

94A

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

Quality: 12,265 global accepts · Rating: 900 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

95.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,481 global accepts · Rating: 900 · first AC: 2010-11-06 · last AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

96.

96A

[Football](#) · [Tutorial](#)

Quality: 193,633 global accepts · Rating: 900 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

97.

115A

[Party](#) · [Tutorial](#)

Quality: 43,345 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Belonogov's solution](#)

98.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

99.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,422 global accepts · Rating: 900 · first AC: 2011-02-28 · Delphi (first AC) · Tags: implementation, sortings, strings

[Belonogov's solution](#)

100.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,291 global accepts · Rating: 900 · first AC: 2010-12-12 · Delphi (first AC) · Tags: implementation, schedules

[Belonogov's solution](#)

101.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

102.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Belonogov's solution](#)

103.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

104.

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

[Belonogov's solution](#)

105.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Belonogov's solution](#)

106.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

107.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

108.

724A

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

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

[Belonogov's solution](#)

109.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

110.

641A

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

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

[Belonogov's solution](#)

111.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Belonogov's solution](#)

112.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[Belonogov's solution](#)

113.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

114.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: games, greedy

[Belonogov's solution](#)

115.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Belonogov's solution](#)

116.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2015-12-30 · last AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

117.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,781 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 3 (first AC) · Tags: brute force, number theory

[Belonogov's solution](#)

118.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Belonogov's solution](#)

119.

500A

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

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Belonogov's solution](#)

120.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

121.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

122.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

123.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2011-12-21 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

124.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,966 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

125.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

126.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

127.

3A

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

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Belonogov's solution](#)

128.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Belonogov's solution](#)

129.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,399 global accepts · Rating: 1000 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Belonogov's solution](#)

130.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

131.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

132.

43A

[Football](#) · [Tutorial](#)

Quality: 69,156 global accepts · Rating: 1000 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: strings

[Belonogov's solution](#)

133.

118B

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

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

134.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,396 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

135.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,868 global accepts · Rating: 1000 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

136.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,939 global accepts · Rating: 1000 · first AC: 2011-08-03 · last AC: 2011-09-12 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

137.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

138.

110C

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

Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

139.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

140.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

141.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

142.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

143.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,971 global accepts · Rating: 1000 · first AC: 2011-04-01 · Delphi (first AC) · Tags: greedy, strings

[Belonogov's solution](#)

144.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2011-04-01 · Delphi (first AC) · Tags: sortings

[Belonogov's solution](#)

145.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,166 global accepts · Rating: 1000 · first AC: 2011-04-01 · Delphi (first AC) · Tags: math

[Belonogov's solution](#)

146.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,335 global accepts · Rating: 1000 · first AC: 2011-03-25 · Delphi (first AC) · Tags: implementation, math

[Belonogov's solution](#)

147.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2011-03-16 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

148.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

149.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Belonogov's solution](#)

150.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

151.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

152.

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

[Belonogov's solution](#)

153.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Belonogov's solution](#)

154.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

155.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

156.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Belonogov's solution](#)

157.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Belonogov's solution](#)

158.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

159.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

160.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: —

[Belonogov's solution](#)

161.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: implementation

[Belonogov's solution](#)

162.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Belonogov's solution](#)

163.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[Belonogov's solution](#)

164.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2014-05-10 · last AC: 2014-05-10 · Java 8 (first AC) · Tags: greedy

[Belonogov's solution](#)

165.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

166.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

167.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

168.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-18 · MS C++ (first AC) · Tags: greedy, strings

[Belonogov's solution](#)

169.

190A

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

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-05-16 · MS C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

170.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 1100 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

171.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Belonogov's solution](#)

172.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2012-03-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

173.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,803 global accepts · Rating: 1100 · first AC: 2012-03-05 · MS C++ (first AC) · Tags: *special, greedy, implementation

[Belonogov's solution](#)

174.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

175.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2011-10-22 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

176.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

177.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

178.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,486 global accepts · Rating: 1100 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

179.

116B

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

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

180.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

181.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

182.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Belonogov's solution](#)

183.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

184.

90B

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

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

185.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Delphi (first AC) · Tags: implementation, math

[Belonogov's solution](#)

186.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-26 · Delphi (first AC) · Tags: implementation, number theory

[Belonogov's solution](#)

187.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2011-03-07 · Delphi (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

188.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

189.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Belonogov's solution](#)

190.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Belonogov's solution](#)

191.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

192.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

193.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Belonogov's solution](#)

194.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

195.

776B

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

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Belonogov's solution](#)

196.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Belonogov's solution](#)

197.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

198.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[Belonogov's solution](#)

199.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Belonogov's solution](#)

200.

708A

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

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

[Belonogov's solution](#)

201.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: sortings

[Belonogov's solution](#)

202.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Belonogov's solution](#)

203.

639A

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

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

[Belonogov's solution](#)

204.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[Belonogov's solution](#)

205.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Belonogov's solution](#)

206.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,835 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Belonogov's solution](#)

207.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,763 global accepts · Rating: 1200 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

208.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Belonogov's solution](#)

209.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

210.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

211.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

212.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

213.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2013-01-21 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Belonogov's solution](#)

214.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

215.

131B

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

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

[Belonogov's solution](#)

216.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

217.

33A

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

Quality: 4,851 global accepts · Rating: 1200 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

218.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,346 global accepts · Rating: 1200 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[Belonogov's solution](#)

219.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: geometry, math
[Belonogov's solution](#)

220.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: greedy
[Belonogov's solution](#)

221.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
[Belonogov's solution](#)

222.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2011-08-03 · last AC: 2011-09-12 · GNU C++ (first AC) · Tags: greedy
[Belonogov's solution](#)

223.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2011-08-03 · last AC: 2011-09-12 · GNU C++ (first AC) · Tags: brute force
[Belonogov's solution](#)

224.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2011-09-05 · GNU C++ (first AC) · Tags: implementation, math
[Belonogov's solution](#)

225.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-03-25 · Delphi (first AC) · Tags: greedy, implementation
[Belonogov's solution](#)

226.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · Delphi (first AC) · Tags: implementation
[Belonogov's solution](#)

227.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2011-02-17 · Delphi (first AC) · Tags: implementation, number theory
[Belonogov's solution](#)

228.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-15 · Delphi (first AC) · Tags: implementation, math
[Belonogov's solution](#)

229.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2010-12-12 · Delphi (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

230.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,076 global accepts · Rating: 1200 · first AC: 2010-12-07 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

231.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Belonogov's solution](#)

232.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Belonogov's solution](#)

233.

889A

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

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

[Belonogov's solution](#)

234.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

235.

871A

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

Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Belonogov's solution](#)

236.

862B

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

Quality: 25,641 global accepts · Rating: 1300 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Belonogov's solution](#)

237.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Belonogov's solution](#)

238.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

239.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

240.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Belonogov's solution](#)

241.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: geometry, implementation

[Belonogov's solution](#)

242.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

243.

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

[Belonogov's solution](#)

244.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

245.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Belonogov's solution](#)

246.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Belonogov's solution](#)

247.

611B

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

Quality: 11,063 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Belonogov's solution](#)

248.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Belonogov's solution](#)

249.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Belonogov's solution](#)

250.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

251.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

252.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

253.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-08 · GNU C++ (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

254.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

255.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-06-17 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Belonogov's solution](#)

256.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

257.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1300 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Belonogov's solution](#)

258.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Belonogov's solution](#)

259.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

260.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

261.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · MS C++ (first AC) · Tags: math

[Belonogov's solution](#)

262.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

263.

161A

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

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Belonogov's solution](#)

264.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, brute force, number theory

[Belonogov's solution](#)

265.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,387 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

266.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

267.

147A

[Punctuation](#) · [Tutorial](#)

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

[Belonogov's solution](#)

268.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Belonogov's solution](#)

269.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[Belonogov's solution](#)

270.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-10-22 · GNU C++ (first AC) · Tags: graphs, implementation, math

[Belonogov's solution](#)

271.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

272.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

273.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,869 global accepts · Rating: 1300 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: brute force

[Belonogov's solution](#)

274.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · last AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

275.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

276.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

277.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

278.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

279.

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2011-07-22 · GNU C++ (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

280.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: combinatorics, implementation

[Belonogov's solution](#)

281.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2011-04-05 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

282.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,272 global accepts · Rating: 1300 · first AC: 2011-03-29 · Delphi (first AC) · Tags: implementation, math

[Belonogov's solution](#)

283.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-03-28 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

284.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · Delphi (first AC) · Tags: math

[Belonogov's solution](#)

285.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-03-16 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

286.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2011-03-07 · Delphi (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

287.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 1300 · first AC: 2011-02-25 · Delphi (first AC) · Tags: greedy, math

[Belonogov's solution](#)

288.

61B

[Hard Work](#) · [Tutorial](#)

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

[Belonogov's solution](#)

289.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-02-20 · Delphi (first AC) · Tags: dfs and similar, greedy, implementation

[Belonogov's solution](#)

290.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · Delphi (first AC) · Tags: implementation, two pointers

[Belonogov's solution](#)

291.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2011-02-18 · Delphi (first AC) · Tags: greedy

[Belonogov's solution](#)

292.

42A

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

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

293.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

294.

888C

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

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Belonogov's solution](#)

295.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

296.

865A

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

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

297.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Belonogov's solution](#)

298.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

299.

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Belonogov's solution](#)

300.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Belonogov's solution](#)

301.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,573 global accepts · Rating: 1400 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

302.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,549 global accepts · Rating: 1400 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

303.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

304.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

305.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Belonogov's solution](#)

306.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Belonogov's solution](#)

307.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Belonogov's solution](#)

308.

641B

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

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

[Belonogov's solution](#)

309.

637C

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

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[Belonogov's solution](#)

310.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,633 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Belonogov's solution](#)

311.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

312.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

313.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

314.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Belonogov's solution](#)

315.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

316.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Belonogov's solution](#)

317.

516A

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

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

[Belonogov's solution](#)

318.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[Belonogov's solution](#)

319.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math

[Belonogov's solution](#)

320.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[Belonogov's solution](#)

321.

436B

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

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

[Belonogov's solution](#)

322.

438A

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

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

[Belonogov's solution](#)

323.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2014-05-10 · Java 8 (first AC) · Tags: math

[Belonogov's solution](#)

324.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Belonogov's solution](#)

325.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Belonogov's solution](#)

326.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

327.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Belonogov's solution](#)

328.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

329.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Belonogov's solution](#)

330.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[Belonogov's solution](#)

331.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,002 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

332.

279B

[Books](#) · [Tutorial](#)

Quality: 72,404 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Belonogov's solution](#)

333.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Belonogov's solution](#)

334.

277A

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

Quality: 21,577 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Belonogov's solution](#)

335.

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

336.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,351 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

337.

199D

[Jumping on Walls](#) · [Tutorial](#)

Quality: 1400 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: dfs and similar, shortest paths

[Belonogov's solution](#)

338.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: shortest paths

[Belonogov's solution](#)

339.

158C

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

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, data structures, implementation

[Belonogov's solution](#)

340.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[Belonogov's solution](#)

341.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, math, number theory

[Belonogov's solution](#)

342.

141B

[Hopscotch](#) · [Tutorial](#)

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

[Belonogov's solution](#)

343.

131C

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

Quality: 12,582 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Belonogov's solution](#)

344.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

345.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees

[Belonogov's solution](#)

346.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force

[Belonogov's solution](#)

347.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math

[Belonogov's solution](#)

348.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

349.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,116 global accepts · Rating: 1400 · first AC: 2010-11-06 · last AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

350.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,894 global accepts · Rating: 1400 · first AC: 2011-09-30 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

351.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force

[Belonogov's solution](#)

352.

112C

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

Rating: 1400 · first AC: 2011-09-05 · GNU C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

353.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Belonogov's solution](#)

354.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: math, sortings

[Belonogov's solution](#)

355.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2011-02-19 · Delphi (first AC) · Tags: dfs and similar, dsu

[Belonogov's solution](#)

356.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · Delphi (first AC) · Tags: greedy

[Belonogov's solution](#)

357.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Belonogov's solution](#)

358.

960B

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

Quality: 12,392 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Belonogov's solution](#)

359.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Belonogov's solution](#)

360.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[Belonogov's solution](#)

361.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Belonogov's solution](#)

362.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

363.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Belonogov's solution](#)

364.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Belonogov's solution](#)

365.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Belonogov's solution](#)

366.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

367.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Belonogov's solution](#)

368.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Belonogov's solution](#)

369.

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

[Belonogov's solution](#)

370.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Belonogov's solution](#)

371.

790A

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

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

[Belonogov's solution](#)

372.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: data structures, sortings

[Belonogov's solution](#)

373.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

374.

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

[Belonogov's solution](#)

375.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Belonogov's solution](#)

376.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

377.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

378.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

379.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[Belonogov's solution](#)

380.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

381.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, implementation

[Belonogov's solution](#)

382.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

383.

443B

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

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

384.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Belonogov's solution](#)

385.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: greedy

[Belonogov's solution](#)

386.

576A

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

Quality: 15,924 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Belonogov's solution](#)

387.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Belonogov's solution](#)

388.

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

389.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

390.

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[Belonogov's solution](#)

391.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 692 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[Belonogov's solution](#)

392.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[Belonogov's solution](#)

393.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

394.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[Belonogov's solution](#)

395.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Belonogov's solution](#)

396.

494A

[Treasure](#) · [Tutorial](#)

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

[Belonogov's solution](#)

397.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[Belonogov's solution](#)

398.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[Belonogov's solution](#)

399.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: brute force, data structures

[Belonogov's solution](#)

400.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[Belonogov's solution](#)

401.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Belonogov's solution](#)

402.

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Belonogov's solution](#)

403.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Belonogov's solution](#)

404.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Belonogov's solution](#)

405.

356A

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

Quality: 16,786 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[Belonogov's solution](#)

406.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Belonogov's solution](#)

407.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Belonogov's solution](#)

408.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

409.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

410.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[Belonogov's solution](#)

411.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[Belonogov's solution](#)

412.

290B

[QR code](#) · [Tutorial](#)

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

[Belonogov's solution](#)

413.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,181 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[Belonogov's solution](#)

414.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math
[Belonogov's solution](#)

415.

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[Belonogov's solution](#)

416.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —
[Belonogov's solution](#)

417.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1500 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[Belonogov's solution](#)

418.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,020 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory
[Belonogov's solution](#)

419.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp
[Belonogov's solution](#)

420.

204B

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

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures
[Belonogov's solution](#)

421.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · MS C++ (first AC) · Tags: dp
[Belonogov's solution](#)

422.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: greedy
[Belonogov's solution](#)

423.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —
[Belonogov's solution](#)

424.

166C

[Median](#) · [Tutorial](#)

Quality: 7,428 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Belonogov's solution](#)

425.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2012-03-23 · GNU C++ (first AC) · Tags: dp, math, matrices

[Belonogov's solution](#)

426.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,858 global accepts · Rating: 1500 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

427.

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Belonogov's solution](#)

428.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

429.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: implementation, strings

[Belonogov's solution](#)

430.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2011-12-21 · GNU C++ (first AC) · Tags: sortings

[Belonogov's solution](#)

431.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

432.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[Belonogov's solution](#)

433.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

434.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[Belonogov's solution](#)

435.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, sortings

[Belonogov's solution](#)

436.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[Belonogov's solution](#)

437.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-08 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Belonogov's solution](#)

438.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · Delphi (first AC) · Tags: math

[Belonogov's solution](#)

439.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Belonogov's solution](#)

440.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Belonogov's solution](#)

441.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Belonogov's solution](#)

442.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

443.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Belonogov's solution](#)

444.

947B

[Producing Snow](#) · [Tutorial](#)

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

[Belonogov's solution](#)

445.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Belonogov's solution](#)

446.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Belonogov's solution](#)

447.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Belonogov's solution](#)

448.

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

[Belonogov's solution](#)

449.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Belonogov's solution](#)

450.

860B

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

Rating: 1600 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[Belonogov's solution](#)

451.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

452.

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

[Belonogov's solution](#)

453.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Belonogov's solution](#)

454.

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

[Belonogov's solution](#)

455.

788A

[Functions again](#) · [Tutorial](#)

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

[Belonogov's solution](#)

456.

781A

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

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

[Belonogov's solution](#)

457.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 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

[Belonogov's solution](#)

458.

763A

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

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

[Belonogov's solution](#)

459.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Belonogov's solution](#)

460.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Belonogov's solution](#)

461.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two pointers

[Belonogov's solution](#)

462.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Belonogov's solution](#)

463.

736A

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

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

[Belonogov's solution](#)

464.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Belonogov's solution](#)

465.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

466.

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

[Belonogov's solution](#)

467.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: greedy, math

[Belonogov's solution](#)

468.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Belonogov's solution](#)

469.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Belonogov's solution](#)

470.

689B

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

Quality: 6,610 global accepts · Rating: 1600 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Belonogov's solution](#)

471.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Belonogov's solution](#)

472.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Belonogov's solution](#)

473.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Belonogov's solution](#)

474.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

475.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

476.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[Belonogov's solution](#)

477.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: number theory

[Belonogov's solution](#)

478.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[Belonogov's solution](#)

479.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Belonogov's solution](#)

480.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Belonogov's solution](#)

481.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Belonogov's solution](#)

482.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

483.

518C

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

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2016-01-10 · Python 3 (first AC) · Tags: constructive algorithms, data structures, implementation

[Belonogov's solution](#)

484.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[Belonogov's solution](#)

485.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Belonogov's solution](#)

486.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Belonogov's solution](#)

487.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

488.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: sortings

[Belonogov's solution](#)

489.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

490.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Belonogov's solution](#)

491.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Belonogov's solution](#)

492.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Belonogov's solution](#)

493.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Belonogov's solution](#)

494.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Belonogov's solution](#)

495.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[Belonogov's solution](#)

496.

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[Belonogov's solution](#)

497.

524A

[A\\$>Ct=CiãCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

498.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Belonogov's solution](#)

499.

500C

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

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

implementation, math

[Belonogov's solution](#)

500.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Belonogov's solution](#)

501.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[Belonogov's solution](#)

502.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Belonogov's solution](#)

503.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

504.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Belonogov's solution](#)

505.

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2014-05-09 · last AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

506.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

507.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[Belonogov's solution](#)

508.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[Belonogov's solution](#)

509.

406A

[Unusual Product](#) · [Tutorial](#)

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

[Belonogov's solution](#)

510.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: binary search, brute force

[Belonogov's solution](#)

511.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Belonogov's solution](#)

512.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

513.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

514.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · last AC: 2013-12-25 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Belonogov's solution](#)

515.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

516.

369C

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

Quality: 12,032 global accepts · Rating: 1600 · first AC: 2013-12-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Belonogov's solution](#)

517.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: dp, math

[Belonogov's solution](#)

518.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Belonogov's solution](#)

519.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,349 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Belonogov's solution](#)

520.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

521.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1600 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[Belonogov's solution](#)

522.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: greedy
[Belonogov's solution](#)

523.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: implementation
[Belonogov's solution](#)

524.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[Belonogov's solution](#)

525.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: brute force
[Belonogov's solution](#)

526.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[Belonogov's solution](#)

527.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[Belonogov's solution](#)

528.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics
[Belonogov's solution](#)

529.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-09 · GNU C++ (first AC) · Tags: greedy, math
[Belonogov's solution](#)

530.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks
[Belonogov's solution](#)

531.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[Belonogov's solution](#)

532.

225B

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

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

[Belonogov's solution](#)

533.

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

534.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,822 global accepts · Rating: 1600 · first AC: 2012-03-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Belonogov's solution](#)

535.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Belonogov's solution](#)

536.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

537.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

538.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Belonogov's solution](#)

539.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-13 · GNU C++ (first AC) · Tags: brute force, math

[Belonogov's solution](#)

540.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

541.

135B

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

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Belonogov's solution](#)

542.

131D

[Subway](#) · [Tutorial](#)

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

[Belonogov's solution](#)

543.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,516 global accepts · Rating: 1600 · first AC: 2011-11-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Belonogov's solution](#)

544.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-11-07 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

545.

125C

[Hobbits' Party](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 1600 · first AC: 2011-10-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

546.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2011-10-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

547.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2011-10-17 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

548.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: two pointers

[Belonogov's solution](#)

549.

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

550.

108D

[Basketball Team](#) · [Tutorial](#)

Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[Belonogov's solution](#)

551.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1600 · first AC: 2011-03-30 · Delphi (first AC) · Tags: dp, math, number theory

[Belonogov's solution](#)

552.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · Delphi (first AC) · Tags: expression parsing, greedy, strings

[Belonogov's solution](#)

553.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-26 · Delphi (first AC) · Tags: binary search

[Belonogov's solution](#)

554.

59C

[Title](#) · [Tutorial](#)

Quality: 2,453 global accepts · Rating: 1600 · first AC: 2011-02-17 · Delphi (first AC) · Tags: expression parsing

[Belonogov's solution](#)

555.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Belonogov's solution](#)

556.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Belonogov's solution](#)

557.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Belonogov's solution](#)

558.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Belonogov's solution](#)

559.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Belonogov's solution](#)

560.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Belonogov's solution](#)

561.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

562.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Belonogov's solution](#)

563.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

564.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Belonogov's solution](#)

565.

896A

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

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[Belonogov's solution](#)

566.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Belonogov's solution](#)

567.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Belonogov's solution](#)

568.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Belonogov's solution](#)

569.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Belonogov's solution](#)

570.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Belonogov's solution](#)

571.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Belonogov's solution](#)

572.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Belonogov's solution](#)

573.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

574.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,388 global accepts · Rating: 1700 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

575.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

576.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, greedy

[Belonogov's solution](#)

577.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Belonogov's solution](#)

578.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[Belonogov's solution](#)

579.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Belonogov's solution](#)

580.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Belonogov's solution](#)

581.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Belonogov's solution](#)

582.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation

[Belonogov's solution](#)

583.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Belonogov's solution](#)

584.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Belonogov's solution](#)

585.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

586.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, math

[Belonogov's solution](#)

587.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[Belonogov's solution](#)

588.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Belonogov's solution](#)

589.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Belonogov's solution](#)

590.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Belonogov's solution](#)

591.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Belonogov's solution](#)

592.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Belonogov's solution](#)

593.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Belonogov's solution](#)

594.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

595.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

596.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Belonogov's solution](#)

597.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[Belonogov's solution](#)

598.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[Belonogov's solution](#)

599.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[Belonogov's solution](#)

600.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[Belonogov's solution](#)

601.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[Belonogov's solution](#)

602.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special
[Belonogov's solution](#)

603.

524B

[BD>D\\$> CÔO CÔOCÄOD\\$> 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy
[Belonogov's solution](#)

604.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees
[Belonogov's solution](#)

605.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings
[Belonogov's solution](#)

606.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math
[Belonogov's solution](#)

607.

207B3

[Military Trainings](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 1700 · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

608.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Belonogov's solution](#)

609.

406B

[Toy Sum](#) · [Tutorial](#)

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

[Belonogov's solution](#)

610.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: dp, greedy, math

[Belonogov's solution](#)

611.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

612.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

613.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

614.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math

[Belonogov's solution](#)

615.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

616.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Belonogov's solution](#)

617.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

618.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · last AC: 2013-03-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[Belonogov's solution](#)

619.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Belonogov's solution](#)

620.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-09 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

621.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Belonogov's solution](#)

622.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: math

[Belonogov's solution](#)

623.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · MS C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

624.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Belonogov's solution](#)

625.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · MS C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

626.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-04-27 · MS C++ (first AC) · Tags: brute force, geometry

[Belonogov's solution](#)

627.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2012-04-27 · MS C++ (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

628.

161B

[Discounts](#) · [Tutorial](#)

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

[Belonogov's solution](#)

629.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: brute force

[Belonogov's solution](#)

630.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

631.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-05 · last AC: 2012-01-05 · GNU C++ (first AC) · Tags: geometry, math

[Belonogov's solution](#)

632.

131E

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

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

[Belonogov's solution](#)

633.

126B

[Password](#) · [Tutorial](#)

Quality: 24,762 global accepts · Rating: 1700 · first AC: 2011-11-09 · last AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Belonogov's solution](#)

634.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2011-09-12 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Belonogov's solution](#)

635.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2011-05-14 · GNU C++ (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

636.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Delphi (first AC) · Tags: constructive algorithms, hashing, implementation

[Belonogov's solution](#)

637.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 1700 · first AC: 2011-03-07 · Delphi (first AC) · Tags: constructive algorithms, math, number theory

[Belonogov's solution](#)

638.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · Delphi (first AC) · Tags: brute force, greedy, implementation

[Belonogov's solution](#)

639.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-02-28 · Delphi (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

640.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · Delphi (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

641.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · Delphi (first AC) · Tags: dp

[Belonogov's solution](#)

642.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Belonogov's solution](#)

643.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

644.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Belonogov's solution](#)

645.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Belonogov's solution](#)

646.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Belonogov's solution](#)

647.

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

[Belonogov's solution](#)

648.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Belonogov's solution](#)

649.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Belonogov's solution](#)

650.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Belonogov's solution](#)

651.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Belonogov's solution](#)

652.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Belonogov's solution](#)

653.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Belonogov's solution](#)

654.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Belonogov's solution](#)

655.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Belonogov's solution](#)

656.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Belonogov's solution](#)

657.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

658.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Belonogov's solution](#)

659.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Belonogov's solution](#)

660.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Belonogov's solution](#)

661.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[Belonogov's solution](#)

662.

730A

[Toda 2 · Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

663.

730B

[Minimum and Maximum · Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Belonogov's solution](#)

664.

724C

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665.

687B

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666.

671A

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667.

666A

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668.

641C

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669.

645D

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670.

240B

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[Belonogov's solution](#)

671.

256B

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Rating: 1800 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: binary search, brute force, math

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672.

626D

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Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Belonogov's solution](#)

673.

623A

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[Belonogov's solution](#)

674.

420B

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[Belonogov's solution](#)

675.

434A

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Rating: 1800 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: math, sortings

[Belonogov's solution](#)

676.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

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677.

585A

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678.

487A

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679.

575H

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Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

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680.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Belonogov's solution](#)

681.

532E

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Rating: 1800 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

682.

527D

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Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation,

sortings

[Belonogov's solution](#)

683.

528B

[Clique Problem](#) · [Tutorial](#)

Quality: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[Belonogov's solution](#)

684.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Belonogov's solution](#)

685.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Belonogov's solution](#)

686.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[Belonogov's solution](#)

687.

436C

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

[Belonogov's solution](#)

688.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

689.

403B

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Quality: 1800 · first AC: 2014-03-16 · last AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[Belonogov's solution](#)

690.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · last AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Belonogov's solution](#)

691.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2013-09-23 · GNU C++ (first AC) · Tags: implementation

[Belonogov's solution](#)

692.

300C

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2013-09-02 · GNU C++ (first AC) · Tags: brute force, combinatorics

[Belonogov's solution](#)

693.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

694.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-14 · GNU C++ (first AC) · Tags: binary search, math

[Belonogov's solution](#)

695.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

696.

274B

[Zero Tree](#) · [Tutorial](#)

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

[Belonogov's solution](#)

697.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: data structures, strings

[Belonogov's solution](#)

698.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 1800 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

699.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

700.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: constructive algorithms, data structures

[Belonogov's solution](#)

701.

201B

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

[Belonogov's solution](#)

702.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-05-17 · MS C++ (first AC) · Tags: geometry

[Belonogov's solution](#)

703.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: dp, shortest paths

[Belonogov's solution](#)

704.

185B

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Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · MS C++ (first AC) · Tags: math, ternary search

[Belonogov's solution](#)

705.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-07 · last AC: 2012-04-07 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Belonogov's solution](#)

706.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 1800 · first AC: 2012-03-11 · last AC: 2012-03-11 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[Belonogov's solution](#)

707.

148D

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Quality: 8,907 global accepts · Rating: 1800 · first AC: 2012-02-06 · last AC: 2012-02-06 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[Belonogov's solution](#)

708.

145B

[Lucky Number 2](#) · [Tutorial](#)

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

[Belonogov's solution](#)

709.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Belonogov's solution](#)

710.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Belonogov's solution](#)

711.

140D

[New Year Contest](#) · [Tutorial](#)

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

[Belonogov's solution](#)

712.

140C

[New Year Snowmen](#) · [Tutorial](#)

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

[Belonogov's solution](#)

713.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-04 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

714.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-20 · GNU C++ (first AC) · Tags: graph matchings

[Belonogov's solution](#)

715.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

716.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

717.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · last AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory

[Belonogov's solution](#)

718.

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy, math

[Belonogov's solution](#)

719.

84D

[Doctor](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-05-15 · GNU C++ (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

720.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2011-04-05 · Delphi (first AC) · Tags: binary search, greedy

[Belonogov's solution](#)

721.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · Delphi (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

722.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-02-18 · Delphi (first AC) · Tags: brute force

[Belonogov's solution](#)

723.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2010-12-17 · Delphi (first AC) · Tags: brute force, dp, implementation

[Belonogov's solution](#)

724.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2010-12-12 · Delphi (first AC) · Tags: math

[Belonogov's solution](#)

725.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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726.

1242B

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Quality: 9,244 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Belonogov's solution](#)

727.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Belonogov's solution](#)

728.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

729.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Belonogov's solution](#)

730.

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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731.

883I

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Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Belonogov's solution](#)

732.

865B

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Quality: 1,934 global accepts · Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search

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733.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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734.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Belonogov's solution](#)

735.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

736.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[Belonogov's solution](#)

737.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Belonogov's solution](#)

738.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-13 · last AC: 2017-01-13 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[Belonogov's solution](#)

739.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Belonogov's solution](#)

740.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

741.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Belonogov's solution](#)

742.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Belonogov's solution](#)

743.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Belonogov's solution](#)

744.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[Belonogov's solution](#)

745.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Belonogov's solution](#)

746.

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

[Belonogov's solution](#)

747.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Belonogov's solution](#)

748.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Belonogov's solution](#)

749.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, strings

[Belonogov's solution](#)

750.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Belonogov's solution](#)

751.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

752.

650B

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Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Belonogov's solution](#)

753.

633C

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Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Belonogov's solution](#)

754.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[Belonogov's solution](#)

755.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Belonogov's solution](#)

756.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Belonogov's solution](#)

757.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[Belonogov's solution](#)

758.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, two pointers

[Belonogov's solution](#)

759.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

760.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-12-17 · GNU C++11 (first AC) · Tags: brute force, math

[Belonogov's solution](#)

761.

477B

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

Rating: 1900 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: math

[Belonogov's solution](#)

762.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[Belonogov's solution](#)

763.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Belonogov's solution](#)

764.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Belonogov's solution](#)

765.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

766.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Belonogov's solution](#)

767.

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

768.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

769.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Belonogov's solution](#)

770.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[Belonogov's solution](#)

771.

536B

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

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Belonogov's solution](#)

772.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Belonogov's solution](#)

773.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: binary search, sortings

[Belonogov's solution](#)

774.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Belonogov's solution](#)

775.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Belonogov's solution](#)

776.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Belonogov's solution](#)

777.

438B

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

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

[Belonogov's solution](#)

778.

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

779.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[Belonogov's solution](#)

780.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Belonogov's solution](#)

781.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Belonogov's solution](#)

782.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · last AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Belonogov's solution](#)

783.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Belonogov's solution](#)

784.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Belonogov's solution](#)

785.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[Belonogov's solution](#)

786.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy

[Belonogov's solution](#)

787.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

788.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[Belonogov's solution](#)

789.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, games, greedy, number theory

[Belonogov's solution](#)

790.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Belonogov's solution](#)

791.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Belonogov's solution](#)

792.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[Belonogov's solution](#)

793.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

794.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,221 global accepts · Rating: 1900 · first AC: 2012-05-27 · last AC: 2012-05-28 · MS C++ (first AC) · Tags: data structures, dfs and similar, trees

[Belonogov's solution](#)

795.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-17 · MS C++ (first AC) · Tags: two pointers

[Belonogov's solution](#)

796.

158E

[Phone Talks](#) · [Tutorial](#)

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

[Belonogov's solution](#)

797.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2012-02-10 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

798.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

799.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-01-18 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Belonogov's solution](#)

800.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

801.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2011-12-21 · GNU C++ (first AC) · Tags: dp, strings

[Belonogov's solution](#)

802.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[Belonogov's solution](#)

803.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2011-11-10 · GNU C++ (first AC) · Tags: dsu, graphs, trees

[Belonogov's solution](#)

804.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · last AC: 2011-11-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Belonogov's solution](#)

805.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-28 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory

[Belonogov's solution](#)

806.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-23 · last AC: 2011-10-23 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[Belonogov's solution](#)

807.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2011-10-21 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[Belonogov's solution](#)

808.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Belonogov's solution](#)

809.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · GNU C++ (first AC) · Tags: data structures, dp

[Belonogov's solution](#)

810.

112D

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

Rating: 1900 · first AC: 2011-09-05 · GNU C++ (first AC) · Tags: implementation, number theory

[Belonogov's solution](#)

811.

110D

[Lucky Probability](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-30 · last AC: 2011-08-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities

[Belonogov's solution](#)

812.

104D

[Russian Roulette](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

813.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Belonogov's solution](#)

814.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Belonogov's solution](#)

815.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2018-02-14 · PyPy 3 (first AC) · Tags: math

[Belonogov's solution](#)

816.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Belonogov's solution](#)

817.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Belonogov's solution](#)

818.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

819.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Belonogov's solution](#)

820.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Belonogov's solution](#)

821.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Belonogov's solution](#)

822.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Belonogov's solution](#)

823.

843B

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

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-25 · last AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[Belonogov's solution](#)

824.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Belonogov's solution](#)

825.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Belonogov's solution](#)

826.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,214 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Belonogov's solution](#)

827.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

828.

176C

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

Quality: 534 global accepts · Rating: 2000 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms

[Belonogov's solution](#)

829.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

830.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Belonogov's solution](#)

831.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Belonogov's solution](#)

832.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[Belonogov's solution](#)

833.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: binary search, greedy

[Belonogov's solution](#)

834.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Belonogov's solution](#)

835.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

836.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Belonogov's solution](#)

837.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2016-03-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Belonogov's solution](#)

838.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Belonogov's solution](#)

839.

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

840.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

841.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[Belonogov's solution](#)

842.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[Belonogov's solution](#)

843.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[Belonogov's solution](#)

844.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Belonogov's solution](#)

845.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Belonogov's solution](#)

846.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Belonogov's solution](#)

847.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[Belonogov's solution](#)

848.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Belonogov's solution](#)

849.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-28 · last AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Belonogov's solution](#)

850.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

851.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

852.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

853.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[Belonogov's solution](#)

854.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures
[Belonogov's solution](#)

855.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-18 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
[Belonogov's solution](#)

856.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities
[Belonogov's solution](#)

857.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math
[Belonogov's solution](#)

858.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings
[Belonogov's solution](#)

859.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry
[Belonogov's solution](#)

860.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,019 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees
[Belonogov's solution](#)

861.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[Belonogov's solution](#)

862.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths
[Belonogov's solution](#)

863.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy
[Belonogov's solution](#)

864.

432D

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

Quality: 11,986 global accepts · Rating: 2000 · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Belonogov's solution](#)

865.

207A3

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2000 · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

866.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[Belonogov's solution](#)

867.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: data structures, schedules

[Belonogov's solution](#)

868.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Belonogov's solution](#)

869.

341C

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

Rating: 2000 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Belonogov's solution](#)

870.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Belonogov's solution](#)

871.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp

[Belonogov's solution](#)

872.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Belonogov's solution](#)

873.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: data structures, dp

[Belonogov's solution](#)

874.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[Belonogov's solution](#)

875.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

876.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-18 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[Belonogov's solution](#)

877.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

878.

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2013-01-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Belonogov's solution](#)

879.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-14 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Belonogov's solution](#)

880.

251C

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

Quality: 1,129 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Belonogov's solution](#)

881.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,377 global accepts · Rating: 2000 · first AC: 2012-06-18 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

882.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · MS C++ (first AC) · Tags: brute force

[Belonogov's solution](#)

883.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: dfs and similar, dsu

[Belonogov's solution](#)

884.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-26 · last AC: 2012-03-27 · GNU C++ (first AC) · Tags: binary search

[Belonogov's solution](#)

885.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-01 · MS C++ (first AC) · Tags: combinatorics, dp

[Belonogov's solution](#)

886.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2011-12-22 · GNU C++ (first AC) · Tags: data structures, implementation, strings

[Belonogov's solution](#)

887.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: combinatorics, dp

[Belonogov's solution](#)

888.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

889.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

890.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-24 · last AC: 2011-09-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

891.

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Belonogov's solution](#)

892.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2011-03-25 · Delphi (first AC) · Tags: implementation

[Belonogov's solution](#)

893.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2011-03-08 · Delphi (first AC) · Tags: data structures, dp

[Belonogov's solution](#)

894.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Belonogov's solution](#)

895.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Belonogov's solution](#)

896.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[Belonogov's solution](#)

897.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Belonogov's solution](#)

898.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Belonogov's solution](#)

899.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Belonogov's solution](#)

900.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Belonogov's solution](#)

901.

862E

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

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Belonogov's solution](#)

902.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Belonogov's solution](#)

903.

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

[Belonogov's solution](#)

904.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Belonogov's solution](#)

905.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Belonogov's solution](#)

906.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Belonogov's solution](#)

907.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Belonogov's solution](#)

908.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Belonogov's solution](#)

909.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[Belonogov's solution](#)

910.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Belonogov's solution](#)

911.

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Haskell (first AC) · Tags: *special, brute force, ternary search

[Belonogov's solution](#)

912.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Belonogov's solution](#)

913.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Belonogov's solution](#)

914.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Belonogov's solution](#)

915.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[Belonogov's solution](#)

916.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Belonogov's solution](#)

917.

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Belonogov's solution](#)

918.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[Belonogov's solution](#)

919.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures
[Belonogov's solution](#)

920.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[Belonogov's solution](#)

921.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: brute force, math
[Belonogov's solution](#)

922.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[Belonogov's solution](#)

923.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: data structures, dp, math
[Belonogov's solution](#)

924.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers
[Belonogov's solution](#)

925.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math
[Belonogov's solution](#)

926.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[Belonogov's solution](#)

927.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Belonogov's solution](#)

928.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
[Belonogov's solution](#)

929.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[Belonogov's solution](#)

930.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[Belonogov's solution](#)

931.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[Belonogov's solution](#)

932.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[Belonogov's solution](#)

933.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[Belonogov's solution](#)

934.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

935.

540E

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

Quality: 2,492 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[Belonogov's solution](#)

936.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Belonogov's solution](#)

937.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[Belonogov's solution](#)

938.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[Belonogov's solution](#)

939.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Belonogov's solution](#)

940.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Belonogov's solution](#)

941.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[Belonogov's solution](#)

942.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Belonogov's solution](#)

943.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[Belonogov's solution](#)

944.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: greedy, two pointers

[Belonogov's solution](#)

945.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Belonogov's solution](#)

946.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · last AC: 2013-10-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Belonogov's solution](#)

947.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[Belonogov's solution](#)

948.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Belonogov's solution](#)

949.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[Belonogov's solution](#)

950.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Belonogov's solution](#)

951.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-09-09 · last AC: 2013-09-09 · GNU C++ (first AC) · Tags: dp, geometry

[Belonogov's solution](#)

952.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: games

[Belonogov's solution](#)

953.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Belonogov's solution](#)

954.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Belonogov's solution](#)

955.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, two pointers

[Belonogov's solution](#)

956.

301B

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

Quality: 2,795 global accepts · Rating: 2100 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[Belonogov's solution](#)

957.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-18 · last AC: 2013-03-18 · MS C++ (first AC) · Tags: dp

[Belonogov's solution](#)

958.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: dp, games

[Belonogov's solution](#)

959.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-09 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[Belonogov's solution](#)

960.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-09 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[Belonogov's solution](#)

961.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

962.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · last AC: 2012-03-27 · GNU C++ (first AC) · Tags: sortings, two pointers

[Belonogov's solution](#)

963.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Belonogov's solution](#)

964.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Belonogov's solution](#)

965.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 2200 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Belonogov's solution](#)

966.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Belonogov's solution](#)

967.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Belonogov's solution](#)

968.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Belonogov's solution](#)

969.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Belonogov's solution](#)

970.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Belonogov's solution](#)

971.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Belonogov's solution](#)

972.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Belonogov's solution](#)

973.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Belonogov's solution](#)

974.

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

[Belonogov's solution](#)

975.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Belonogov's solution](#)

976.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[Belonogov's solution](#)

977.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Belonogov's solution](#)

978.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Belonogov's solution](#)

979.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Belonogov's solution](#)

980.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Belonogov's solution](#)

981.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Belonogov's solution](#)

982.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Belonogov's solution](#)

983.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

984.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Belonogov's solution](#)

985.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Belonogov's solution](#)

986.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Belonogov's solution](#)

987.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Belonogov's solution](#)

988.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: games

[Belonogov's solution](#)

989.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[Belonogov's solution](#)

990.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp, greedy

[Belonogov's solution](#)

991.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Belonogov's solution](#)

992.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Belonogov's solution](#)

993.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2015-12-30 · last AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

994.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,231 global accepts · Rating: 2200 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Belonogov's solution](#)

995.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-02 · GNU C++11 (first AC) · Tags: games, math

[Belonogov's solution](#)

996.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Belonogov's solution](#)

997.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Belonogov's solution](#)

998.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Belonogov's solution](#)

999.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Belonogov's solution](#)

1000.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Belonogov's solution](#)

1001.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[Belonogov's solution](#)

1002.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Belonogov's solution](#)

1003.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Belonogov's solution](#)

1004.

538E

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

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Belonogov's solution](#)

1005.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Belonogov's solution](#)

1006.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Belonogov's solution](#)

1007.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Belonogov's solution](#)

1008.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation

[Belonogov's solution](#)

1009.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

1010.

453C

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

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Belonogov's solution](#)

1011.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[Belonogov's solution](#)

1012.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Belonogov's solution](#)

1013.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Belonogov's solution](#)

1014.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: flows

[Belonogov's solution](#)

1015.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[Belonogov's solution](#)

1016.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: graphs, math

[Belonogov's solution](#)

1017.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,261 global accepts · Rating: 2200 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: dsu, graphs, sortings, trees

[Belonogov's solution](#)

1018.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[Belonogov's solution](#)

1019.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2013-12-03 · last AC: 2013-12-03 · GNU C++ (first AC) · Tags: binary search, data structures

[Belonogov's solution](#)

1020.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Belonogov's solution](#)

1021.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Belonogov's solution](#)

1022.

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2013-10-06 · GNU C++ (first AC) · Tags: bitmasks, dp

[Belonogov's solution](#)

1023.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Belonogov's solution](#)

1024.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[Belonogov's solution](#)

1025.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: bitmasks, dp

[Belonogov's solution](#)

1026.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Belonogov's solution](#)

1027.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · last AC: 2013-02-14 · GNU C++ (first AC) · Tags: graphs, greedy

[Belonogov's solution](#)

1028.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2013-02-11 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Belonogov's solution](#)

1029.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2200 · first AC: 2012-06-19 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Belonogov's solution](#)

1030.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2012-04-27 · MS C++ (first AC) · Tags: dfs and similar

[Belonogov's solution](#)

1031.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-24 · last AC: 2012-02-24 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[Belonogov's solution](#)

1032.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2012-02-09 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Belonogov's solution](#)

1033.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: math

[Belonogov's solution](#)

1034.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2011-09-09 · last AC: 2011-09-09 · GNU C++ (first AC) · Tags: math, number theory

[Belonogov's solution](#)

1035.

1086C

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

Rating: 2300 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Belonogov's solution](#)

1036.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Belonogov's solution](#)

1037.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Belonogov's solution](#)

1038.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

1039.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Belonogov's solution](#)

1040.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Belonogov's solution](#)

1041.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Belonogov's solution](#)

1042.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Belonogov's solution](#)

1043.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Belonogov's solution](#)

1044.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

1045.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

1046.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Belonogov's solution](#)

1047.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[Belonogov's solution](#)

1048.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Belonogov's solution](#)

1049.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Belonogov's solution](#)

1050.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Belonogov's solution](#)

1051.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Belonogov's solution](#)

1052.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Belonogov's solution](#)

1053.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Belonogov's solution](#)

1054.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Belonogov's solution](#)

1055.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1056.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Belonogov's solution](#)

1057.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[Belonogov's solution](#)

1058.

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy
[Belonogov's solution](#)

1059.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: brute force, number theory
[Belonogov's solution](#)

1060.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[Belonogov's solution](#)

1061.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory
[Belonogov's solution](#)

1062.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[Belonogov's solution](#)

1063.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[Belonogov's solution](#)

1064.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: games
[Belonogov's solution](#)

1065.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle
[Belonogov's solution](#)

1066.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Belonogov's solution](#)

1067.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[Belonogov's solution](#)

1068.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: dp, trees

[Belonogov's solution](#)

1069.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-07-28 · last AC: 2015-07-28 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Belonogov's solution](#)

1070.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1071.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Belonogov's solution](#)

1072.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Belonogov's solution](#)

1073.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures

[Belonogov's solution](#)

1074.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Belonogov's solution](#)

1075.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2014-06-01 · last AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[Belonogov's solution](#)

1076.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2014-05-10 · last AC: 2014-05-11 · GNU C++ (first AC) · Tags: flows, graph matchings

[Belonogov's solution](#)

1077.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2014-05-10 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1078.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Belonogov's solution](#)

1079.

406C

[Graph Cutting](#) · [Tutorial](#)

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

[Belonogov's solution](#)

1080.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2014-01-21 · last AC: 2014-01-22 · GNU C++ (first AC) · Tags: dp

[Belonogov's solution](#)

1081.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Belonogov's solution](#)

1082.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Belonogov's solution](#)

1083.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: dp, fft

[Belonogov's solution](#)

1084.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[Belonogov's solution](#)

1085.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-03-01 · last AC: 2012-03-01 · MS C++ (first AC) · Tags: string suffix structures, strings

[Belonogov's solution](#)

1086.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[Belonogov's solution](#)

1087.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Belonogov's solution](#)

1088.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Belonogov's solution](#)

1089.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1090.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Belonogov's solution](#)

1091.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-09 · last AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Belonogov's solution](#)

1092.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Belonogov's solution](#)

1093.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Belonogov's solution](#)

1094.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Belonogov's solution](#)

1095.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Belonogov's solution](#)

1096.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Belonogov's solution](#)

1097.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Belonogov's solution](#)

1098.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Belonogov's solution](#)

1099.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Belonogov's solution](#)

1100.

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Belonogov's solution](#)

1101.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Belonogov's solution](#)

1102.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Belonogov's solution](#)

1103.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Belonogov's solution](#)

1104.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1105.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Belonogov's solution](#)

1106.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2400 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, dp, math, probabilities

[Belonogov's solution](#)

1107.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2016-12-22 · last AC: 2016-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Belonogov's solution](#)

1108.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Belonogov's solution](#)

1109.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · MS C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[Belonogov's solution](#)

1110.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · last AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Belonogov's solution](#)

1111.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · last AC: 2016-05-16 · MS C++ (first AC) · Tags: dp

[Belonogov's solution](#)

1112.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Belonogov's solution](#)

1113.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: binary search, graphs, math, shortest paths

[Belonogov's solution](#)

1114.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[Belonogov's solution](#)

1115.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[Belonogov's solution](#)

1116.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Belonogov's solution](#)

1117.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Belonogov's solution](#)

1118.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2016-02-24 · last AC: 2016-02-24 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

1119.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar

[Belonogov's solution](#)

1120.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Belonogov's solution](#)

1121.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1122.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Belonogov's solution](#)

1123.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

1124.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Belonogov's solution](#)

1125.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Belonogov's solution](#)

1126.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[Belonogov's solution](#)

1127.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Belonogov's solution](#)

1128.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[Belonogov's solution](#)

1129.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers

[Belonogov's solution](#)

1130.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1131.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1132.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1133.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Belonogov's solution](#)

1134.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, sortings

[Belonogov's solution](#)

1135.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Belonogov's solution](#)

1136.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Belonogov's solution](#)

1137.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-06 · last AC: 2014-07-08 · GNU C++ (first AC) · Tags: data structures

[Belonogov's solution](#)

1138.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Belonogov's solution](#)

1139.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2014-03-14 · GNU C++ (first AC) · Tags: combinatorics, graphs, matrices

[Belonogov's solution](#)

1140.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2014-01-03 · GNU C++ (first AC) · Tags: data structures

[Belonogov's solution](#)

1141.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Belonogov's solution](#)

1142.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2013-10-05 · last AC: 2013-10-05 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Belonogov's solution](#)

1143.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: data structures, dp

[Belonogov's solution](#)

1144.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: data structures, dp

[Belonogov's solution](#)

1145.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

1146.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: flows, trees

[Belonogov's solution](#)

1147.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-03-03 · GNU C++ (first AC) · Tags: games, implementation

[Belonogov's solution](#)

1148.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: games, math

[Belonogov's solution](#)

1149.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Belonogov's solution](#)

1150.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1151.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Belonogov's solution](#)

1152.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Belonogov's solution](#)

1153.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Belonogov's solution](#)

1154.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Belonogov's solution](#)

1155.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Belonogov's solution](#)

1156.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Belonogov's solution](#)

1157.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-19 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Belonogov's solution](#)

1158.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Belonogov's solution](#)

1159.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Belonogov's solution](#)

1160.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Belonogov's solution](#)

1161.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Belonogov's solution](#)

1162.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Belonogov's solution](#)

1163.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Belonogov's solution](#)

1164.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Belonogov's solution](#)

1165.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Belonogov's solution](#)

1166.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1167.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

1168.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[Belonogov's solution](#)

1169.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[Belonogov's solution](#)

1170.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-08-28 · last AC: 2016-08-28 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Belonogov's solution](#)

1171.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · last AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Belonogov's solution](#)

1172.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Belonogov's solution](#)

1173.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Belonogov's solution](#)

1174.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-30 · last AC: 2016-01-30 · GNU C++11 (first AC) · Tags: data structures, geometry

[Belonogov's solution](#)

1175.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Belonogov's solution](#)

1176.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: binary search, implementation

[Belonogov's solution](#)

1177.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Belonogov's solution](#)

1178.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Belonogov's solution](#)

1179.

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: dp

[Belonogov's solution](#)

1180.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Belonogov's solution](#)

1181.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-09 · last AC: 2015-11-09 · GNU C++11 (first AC) · Tags: data structures, number theory

[Belonogov's solution](#)

1182.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, geometry

[Belonogov's solution](#)

1183.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Belonogov's solution](#)

1184.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1185.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · last AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Belonogov's solution](#)

1186.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · last AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[Belonogov's solution](#)

1187.

438C

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

Rating: 2500 · first AC: 2014-06-01 · last AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, geometry

[Belonogov's solution](#)

1188.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-05-05 · last AC: 2014-05-05 · Java 7 (first AC) · Tags: dp

[Belonogov's solution](#)

1189.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[Belonogov's solution](#)

1190.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: data structures

[Belonogov's solution](#)

1191.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: geometry, two pointers

[Belonogov's solution](#)

1192.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-28 · last AC: 2013-09-28 · GNU C++ (first AC) · Tags: brute force, data structures

[Belonogov's solution](#)

1193.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-29 · last AC: 2013-08-15 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Belonogov's solution](#)

1194.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[Belonogov's solution](#)

1195.

99E

[Help Greg the Dwarf](#) · [Tutorial](#)

Rating: 2500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: binary search, geometry, ternary search

[Belonogov's solution](#)

1196.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Belonogov's solution](#)

1197.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Belonogov's solution](#)

1198.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[Belonogov's solution](#)

1199.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Belonogov's solution](#)

1200.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Belonogov's solution](#)

1201.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2016-12-24 · GNU C++11 (first AC) · Tags: brute force, dp, geometry, greedy

[Belonogov's solution](#)

1202.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2016-12-22 · last AC: 2016-12-22 · GNU C++11 (first AC) · Tags: graphs

[Belonogov's solution](#)

1203.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: brute force, greedy

[Belonogov's solution](#)

1204.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Belonogov's solution](#)

1205.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Belonogov's solution](#)

1206.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[Belonogov's solution](#)

1207.

695B

[Break Up](#) · [Tutorial](#)

Quality: 2600 · first AC: 2016-07-03 · MS C++ (first AC) · Tags: graphs

[Belonogov's solution](#)

1208.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp, expression parsing

[Belonogov's solution](#)

1209.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

1210.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Belonogov's solution](#)

1211.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Belonogov's solution](#)

1212.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Belonogov's solution](#)

1213.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Belonogov's solution](#)

1214.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Belonogov's solution](#)

1215.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · last AC: 2015-12-24 · GNU C++11 (first AC) · Tags: data structures, trees

[Belonogov's solution](#)

1216.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: dp, graphs

[Belonogov's solution](#)

1217.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

1218.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1219.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Belonogov's solution](#)

1220.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · last AC: 2015-05-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Belonogov's solution](#)

1221.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1222.

536C

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

Rating: 2600 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: geometry, math

[Belonogov's solution](#)

1223.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Belonogov's solution](#)

1224.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Belonogov's solution](#)

1225.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: data structures, greedy

[Belonogov's solution](#)

1226.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dp, strings

[Belonogov's solution](#)

1227.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2013-09-11 · last AC: 2013-09-11 · GNU C++ (first AC) · Tags: data structures, math

[Belonogov's solution](#)

1228.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: data structures

[Belonogov's solution](#)

1229.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Belonogov's solution](#)

1230.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: brute force, geometry

[Belonogov's solution](#)

1231.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-10 · last AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Belonogov's solution](#)

1232.

107E

[Darts](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2700 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, probabilities

[Belonogov's solution](#)

1233.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Belonogov's solution](#)

1234.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Belonogov's solution](#)

1235.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[Belonogov's solution](#)

1236.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Belonogov's solution](#)

1237.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Belonogov's solution](#)

1238.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Belonogov's solution](#)

1239.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[Belonogov's solution](#)

1240.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Belonogov's solution](#)

1241.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Belonogov's solution](#)

1242.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2017-04-07 · last AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[Belonogov's solution](#)

1243.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Belonogov's solution](#)

1244.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

1245.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Belonogov's solution](#)

1246.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Belonogov's solution](#)

1247.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Belonogov's solution](#)

1248.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Belonogov's solution](#)

1249.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Belonogov's solution](#)

1250.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, math, sortings

[Belonogov's solution](#)

1251.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · last AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Belonogov's solution](#)

1252.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Belonogov's solution](#)

1253.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Belonogov's solution](#)

1254.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Belonogov's solution](#)

1255.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: dp, matrices

[Belonogov's solution](#)

1256.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

1257.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dp, matrices

[Belonogov's solution](#)

1258.

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: geometry

[Belonogov's solution](#)

1259.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Belonogov's solution](#)

1260.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Belonogov's solution](#)

1261.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1262.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Belonogov's solution](#)

1263.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · last AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Belonogov's solution](#)

1264.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Belonogov's solution](#)

1265.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Belonogov's solution](#)

1266.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: data structures, number theory

[Belonogov's solution](#)

1267.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Belonogov's solution](#)

1268.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Belonogov's solution](#)

1269.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2016-02-20 · last AC: 2016-02-23 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[Belonogov's solution](#)

1270.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Belonogov's solution](#)

1271.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp
[Belonogov's solution](#)

1272.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[Belonogov's solution](#)

1273.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy
[Belonogov's solution](#)

1274.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-29 · last AC: 2014-09-29 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation
[Belonogov's solution](#)

1275.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: data structures, graphs, trees
[Belonogov's solution](#)

1276.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math
[Belonogov's solution](#)

1277.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[Belonogov's solution](#)

1278.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Belonogov's solution](#)

1279.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[Belonogov's solution](#)

1280.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[Belonogov's solution](#)

1281.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing,

shortest paths, trees

[Belonogov's solution](#)

1282.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Belonogov's solution](#)

1283.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math

[Belonogov's solution](#)

1284.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-28 · GNU C++11 (first AC) · Tags: games, greedy

[Belonogov's solution](#)

1285.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-28 · last AC: 2016-08-28 · GNU C++11 (first AC) · Tags: flows

[Belonogov's solution](#)

1286.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[Belonogov's solution](#)

1287.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Belonogov's solution](#)

1288.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1289.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, dp

[Belonogov's solution](#)

1290.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · last AC: 2015-12-31 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Belonogov's solution](#)

1291.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer

[Belonogov's solution](#)

1292.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2013-10-16 · last AC: 2013-10-16 · GNU C++ (first AC) · Tags: data structures

[Belonogov's solution](#)

1293.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2013-09-06 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[Belonogov's solution](#)

1294.

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[Belonogov's solution](#)

1295.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1296.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Belonogov's solution](#)

1297.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · last AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Belonogov's solution](#)

1298.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Belonogov's solution](#)

1299.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2016-11-23 · last AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Belonogov's solution](#)

1300.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[Belonogov's solution](#)

1301.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: brute force, geometry

[Belonogov's solution](#)

1302.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1303.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-30 · last AC: 2015-08-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Belonogov's solution](#)

1304.

562A

[Logistical Questions](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1305.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-18 · last AC: 2015-04-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Belonogov's solution](#)

1306.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Belonogov's solution](#)

1307.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1308.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1309.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Belonogov's solution](#)

1310.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Belonogov's solution](#)

1311.

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-05 · last AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[Belonogov's solution](#)

1312.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Belonogov's solution](#)

1313.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1314.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Belonogov's solution](#)

1315.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Belonogov's solution](#)

1316.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Belonogov's solution](#)

1317.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2015-10-15 · last AC: 2015-10-16 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[Belonogov's solution](#)

1318.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-23 · last AC: 2015-08-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[Belonogov's solution](#)

1319.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2015-08-03 · last AC: 2015-08-03 · GNU C++11 (first AC) · Tags: graph matchings

[Belonogov's solution](#)

1320.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: data structures

[Belonogov's solution](#)

1321.

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2014-03-03 · GNU C++ (first AC) · Tags: geometry

[Belonogov's solution](#)

1322.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[Belonogov's solution](#)

1323.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2017-03-01 · last AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1324.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Belonogov's solution](#)

1325.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Belonogov's solution](#)

1326.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-09 · last AC: 2016-03-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Belonogov's solution](#)

1327.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2018-04-09 · last AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers

[Belonogov's solution](#)

1328.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, trees

[Belonogov's solution](#)

1329.

790E

[Bear and Isomorphic Points](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Belonogov's solution](#)

1330.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-10-26 · last AC: 2015-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[Belonogov's solution](#)

1331.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[Belonogov's solution](#)

1332.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2017-04-24 · last AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Belonogov's solution](#)

1333.

759F

[Long number](#) · [Tutorial](#)

Rating: 3400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math

[Belonogov's solution](#)

1334.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2016-11-25 · GNU C++11 (first AC) · Tags: graph matchings

[Belonogov's solution](#)

1335.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[Belonogov's solution](#)

1336.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1337.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1338.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1339.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1340.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1341.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1342.

103202F

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

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1343.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · Rust (first AC) · Tags: —

[Belonogov's solution](#)

1344.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1345.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1346.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1347.

101755L

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

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1348.

101755E

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

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1349.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1350.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1351.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1352.

101755A

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

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1353.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · last AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1354.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1355.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1356.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1357.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1358.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1359.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1360.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1361.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1362.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1363.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1364.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1365.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1366.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1367.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · last AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1368.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1369.

101615I

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

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1370.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1371.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1372.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1373.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1374.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1375.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1376.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1377.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1378.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1379.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1380.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1381.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1382.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1383.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1384.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1385.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1386.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1387.

101306G

[Pick Your Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1388.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1389.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1390.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1391.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1392.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1393.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1394.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1395.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1396.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1397.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1398.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1399.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · last AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1400.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1401.

101242M

[What Really Happened on Mars? · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1402.

101242A

[Balanced Diet · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1403.

101242K

[String Theory · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1404.

101242B

[Branch Assignment · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1405.

101242D

[Clock Breaking · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1406.

101242E

[Forever Young · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1407.

101242L

[Swap Space · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1408.

101242G

[Oil · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1409.

101242C

[Ceiling Function · Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1410.

100131C

[ASK060C;C O Că1Că;CăGC#0](#)

Rating: — · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1411.

101078H

[Pie Division · Tutorial](#)

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

[Belonogov's solution](#)

1412.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1413.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1414.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1415.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1416.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1417.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1418.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1419.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1420.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1421.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1422.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-24 · last AC: 2017-02-28 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1423.

101246G

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

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1424.

101246C

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1425.

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1426.

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1427.

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1428.

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1429.

101246H

[``North-East''](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1430.

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1431.

101161J

[Printing Press](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-24 · last AC: 2017-02-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1432.

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1433.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1434.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1435.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1436.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1437.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1438.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1439.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1440.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1441.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1442.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1443.

101193J

[Cherry orchard](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1444.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1445.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1446.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1447.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1448.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1449.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1450.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1451.

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1452.

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1453.

101192J

[Covering distance](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1454.

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1455.

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1456.

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1457.

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1458.

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1459.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1460.

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1461.

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1462.

100834I

[Polycarp and Heat Exchangers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1463.

100834E

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1464.

100834K

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1465.

100834B

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1466.

100834G

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

Rating: — · first AC: 2017-02-13 · last AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1467.

100834F

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1468.

100834D

[Polycarp and the Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1469.

100834L

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1470.

100834C

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1471.

100834A

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

Rating: — · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1472.

101150I

[Shy Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1473.

101150D

[Organize Your Train](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1474.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1475.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1476.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1477.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Belonogov's solution](#)

1478.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1479.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · Python 3 (first AC) · Tags: —

[Belonogov's solution](#)

1480.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · Python 3 (first AC) · Tags: —

[Belonogov's solution](#)

1481.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1482.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1483.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1484.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1485.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1486.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1487.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1488.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1489.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1490.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1491.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1492.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1493.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1494.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1495.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1496.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1497.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1498.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1499.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1500.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1501.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1502.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1503.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1504.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1505.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1506.

101138H

[Precise Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1507.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1508.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1509.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1510.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1511.

101138A

[Yet Another Problem with Strings](#) · Tutorial

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1512.

101138C

[Stickmen](#) · Tutorial

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1513.

101138E

[Bravebeart](#) · Tutorial

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1514.

101138B

[Pen Pineapple Apple Pen](#) · Tutorial

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1515.

101138D

[Strange Queries](#) · Tutorial

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1516.

100981F

[A 00 rj d > C D](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1517.

100981E

[A 5 D t D d = C D A C 0 D 0 E C ä : C 5 C " = C O C ' 8 C 4 0](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1518.

100981D

[B 2 0 T B D °](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1519.

100981C

[A 0 C a 7 C ä 2 C ä 9 D D > C 0 4](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1520.

100981B

[A t U C Ä 5 C 0 0 C C C = 2](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1521.

100981A

[A 0 @ C ä D a 0 C Ä < C , , A D " f Ô 3 C ä C D > C \\$ = D 0](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1522.

101156H

[Vuglusr and Mouse](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1523.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1524.

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1525.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1526.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1527.

101156M

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1528.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1529.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1530.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1531.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1532.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1533.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1534.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1535.

101090F

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1536.

101090D

[Road to Home](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1537.

101090C

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

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1538.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1539.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1540.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1541.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1542.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1543.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1544.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1545.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1546.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1547.

101095H

[Hexagonal Parcels](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1548.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1549.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1550.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1551.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1552.

101095B

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

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1553.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1554.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1555.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1556.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1557.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Belonogov's solution](#)

1558.

101124G

[Midsummer Fires \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1559.

101124B

[Pouring Water](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1560.

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1561.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1562.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1563.

101124J

[One-Armed Bandit](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1564.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1565.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1566.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1567.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1568.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1569.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1570.

101104A

[Geodes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1571.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1572.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1573.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1574.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1575.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1576.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1577.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1578.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1579.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1580.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1581.

101116D

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

Rating: — · first AC: 2016-10-06 · last AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1582.

101116L

[Sympathetic Tables](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1583.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1584.

101116C

[Card Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1585.

101116M

[Two Cowsheds](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1586.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1587.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1588.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1589.

101116F

[Flight Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1590.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1591.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1592.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1593.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1594.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · last AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1595.

100204G

[Network Wars](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · last AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1596.

100204F

[Little Mammoth](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1597.

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1598.

100204C

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

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1599.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1600.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1601.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1602.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1603.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1604.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1605.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1606.

100212J

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

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1607.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1608.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1609.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1610.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1611.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1612.

100211B

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1613.

100211J

[Ray Tracing](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1614.

100211F

[Restore the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1615.

100211D

[Police Cities](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1616.

100211I

[Traces](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1617.

100211G

[Unrhymable Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1618.

101026D

[Containers and Reagents](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-21 · last AC: 2016-06-21 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1619.

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1620.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1621.

100198A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1622.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1623.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-08 · last AC: 2016-06-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1624.

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1625.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · last AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1626.

100210F

[Parallel Processes](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1627.

100210B

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

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1628.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1629.

100210G

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

Rating: — · first AC: 2016-06-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1630.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1631.

100200C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1632.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1633.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1634.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1635.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1636.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · last AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1637.

100201F

[GSM](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-06 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1638.

100201E

[Graduated Lexicographical Ordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · last AC: 2016-06-06 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1639.

100201B

[The Minimal Angle](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1640.

100201G

[Warehouse Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · last AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1641.

100201D

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

Rating: — · first AC: 2016-06-05 · Java 8 (first AC) · Tags: —

[Belonogov's solution](#)

1642.

100201H

[Don't Go Left](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1643.

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1644.

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1645.

100714B

[Big Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1646.

100714E

[Efficient Cartography](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1647.

100714G

[Golden Spire](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1648.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1649.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1650.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1651.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1652.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1653.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1654.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · Python 3 (first AC) · Tags: —

[Belonogov's solution](#)

1655.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1656.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1657.

100084F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1658.

100084D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1659.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1660.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1661.

100084A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1662.

100084J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · last AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1663.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: data structures

[Belonogov's solution](#)

1664.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: dp, probabilities

[Belonogov's solution](#)

1665.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Belonogov's solution](#)

1666.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1667.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1668.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1669.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1670.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1671.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1672.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1673.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1674.

100057E

[A TĐÓiC D6Cã=](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1675.

100057B

[Aã1Dí0D\\$=C O Ct0CD0Dt0 Câ GCT@CT?C HCã5](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1676.

100057D

[A@DIBCS0D\\$>D](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1677.

100057C

[BUCt10,,5CÔ8Dò BC 1C`8DdK](#)

Rating: — · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1678.

100075C

[A@CäFCTAD >D](#)

Rating: — · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1679.

100125K

[Kingdom Subdivision](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · last AC: 2015-10-05 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1680.

100239D

[B5C0&D](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1681.

100239C

[A-KD BD 0DòÔ?D 5C KD BD 0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1682.

100239A

[B\\$5D?2CT=C,,5](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1683.

100239B

[A 5C>DriaCT6C=0 C, â 3CÔ>CÄ>C](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1684.

100501C

[A@C000t0 Cä @Dä:Ct0C=5](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1685.

100501D

[A@C40CÔ8Ct0Dd8Dò ACTBC€](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1686.

100501A

[A,3D0!](#)

Rating: — · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1687.

100757D

[A@C@C,,;DÄ=D´9 D 0C@](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1688.

100757C

[B\\$>T0s@´>C48Df5D :C O D >D BC,,@Cä2C#0 C, 4CTBC€](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1689.

100757B

[B T0ä@! CÄ>CÔ5D](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1690.

100757A

[B 3C,10 =C,,5 C´5CÔBCäGC#8](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1691.

100726E

[Mountain Road](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1692.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1693.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1694.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1695.

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1696.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1697.

100726C

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

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1698.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1699.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1700.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1701.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1702.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1703.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1704.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1705.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1706.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-09 · last AC: 2015-09-09 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1707.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1708.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1709.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-07 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1710.

100043A

[A @C;DÄ5D\\$8Df5D :C O Cö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2015-05-22 · last AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1711.

100043F

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1712.

100043B

[A 5CÖ4CT@](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1713.

100043C

[B UCrE,GCÖKCR GC,,AC´0](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1714.

100043E

[Aä3D >CÄ=C O Cö0D :Cä2C#0](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1715.

100043D

[A,TD 0l](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1716.

100043J

[B KÜDÄ AC#8C' IC,,B](#)

Rating: — · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: —

[Belonogov's solution](#)

1717.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1718.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1719.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1720.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1721.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1722.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1723.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1724.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1725.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1726.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1727.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1728.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1729.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1730.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1731.

100503D

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

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1732.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1733.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1734.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1735.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1736.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1737.

100526C

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

Rating: — · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1738.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1739.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1740.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1741.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1742.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1743.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1744.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1745.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1746.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · last AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1747.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1748.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1749.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1750.

100549H

[B4TC@C=0 D =CT3C](#)

Rating: — · first AC: 2014-12-04 · last AC: 2014-12-04 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1751.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1752.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1753.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1754.

100506C

[Cutting Banknotes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1755.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1756.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1757.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1758.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1759.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1760.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1761.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1762.

100484J

[Hexagon Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1763.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1764.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1765.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[Belonogov's solution](#)

1766.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1767.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1768.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1769.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1770.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1771.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1772.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1773.

100454C

[A:000D\\$>D=C O C6> DD8Ct8C#5](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1774.

100454E

[A:000D\\$>D=C O C6> DD8Ct8C#5](#)

Rating: — · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1775.

100453C

[Rectangles and Connected Regions](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1776.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1777.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1778.

100283A

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

Rating: — · first AC: 2014-05-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1779.

100424E

[A=0CriaD >C'>Cd8D\\$L D 5D\\$L](#)

Rating: — · first AC: 2014-04-20 · last AC: 2014-04-24 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1780.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1781.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1782.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1783.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1784.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1785.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1786.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · Java 7 (first AC) · Tags: —

[Belonogov's solution](#)

1787.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1788.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · last AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1789.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1790.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1791.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1792.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1793.

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1794.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1795.

100032D

[The Millenium](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1796.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1797.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1798.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1799.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1800.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1801.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1802.

100203D

[Different vectors](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1803.

100203A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · last AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1804.

100203I

[IWIN](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1805.

100203H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1806.

100203E

[bits-Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1807.

100203G

[Good elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1808.

1003543

[AÄ50d@CT3C,,>CÔ0C'LCÔ0Dð >C'8CÄ?C,,0CDO](#)

Rating: — · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1809.

1003542

[B 7C,ACä: D,,:Cä;](#)

Rating: — · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1810.

1003541

[POBEDA-2014 · Tutorial](#)

Rating: — · first AC: 2014-02-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1811.

100202A

[Little Brackets · Tutorial](#)

Rating: — · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1812.

100231I

[Palindrometer · Tutorial](#)

Rating: — · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1813.

100231K

[Profits · Tutorial](#)

Rating: — · first AC: 2014-01-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1814.

100266G

[AÄACT=CÔ8C' ?C @C](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1815.

100266J

[B 7C@CT<C BC,,7CÄ](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1816.

100266A

[A 7CÖal](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1817.

100266E

[B 7C@CT;CT=C,,5 C@>D >C'5C\\$AD\\$2C](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1818.

100266D

[A 5Ct=DÄ](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1819.

100266C

[A\\$70i&CÂ HC,,DD 0](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1820.

100266F

[A10040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1821.

100266B

[B B0r2C#0](#)

Rating: — · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1822.

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1823.

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1824.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1825.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1826.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1827.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1828.

100194I

[A@Dä<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-09-20 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1829.

100194J

[A00iB C,,8](#)

Rating: — · first AC: 2013-09-20 · last AC: 2013-09-20 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1830.

100194C

[B 20010T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1831.

100194E

[A@015C`>CÐ](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1832.

100194G

[B->00@Cä2C,,IC 2 C#=#C,,3C E](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1833.

100194H

[A@00iACÔ0Dò AC\\$0CDLC 0](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1834.

100194B

[B 00?C,,AC =C,,5](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1835.

100194D

[A@20ri@D](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1836.

100194A

[A@0048Dt5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1837.

100187F

[Doomsday · Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1838.

100187K

[Perpetuum Mobile · Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1839.

100187J

[Deck Shuffling · Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1840.

100187E

[Two Labyrinths · Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1841.

100187M

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

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1842.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1843.

100187H

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

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1844.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1845.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1846.

100167D

[E.TBD4@C\\$0C°](#)

Rating: — · first AC: 2013-02-25 · last AC: 2013-02-25 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1847.

1001564

[A 5D5Gt>C\\$0Dò 0C';CTO](#)

Rating: — · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1848.

1001577

[AD2OR>C#@D46CÔ>D BC€](#)

Rating: — · first AC: 2013-01-22 · last AC: 2013-01-22 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1849.

100128J

[Aô5D15CÔLC=8](#)

Rating: — · first AC: 2012-11-19 · last AC: 2012-11-19 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1850.

100128C

[AçyC@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2012-11-18 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1851.

100128A

[A 5D BC,,=](#)

Rating: — · first AC: 2012-11-18 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1852.

100106H

[A 10CÄ?CäGC=0](#)

Rating: — · first AC: 2012-11-15 · last AC: 2012-11-15 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1853.

100118I

[A 0;0T=0Dò BC,,2](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1854.

100118A

[B 50;0 <CÔ>CR >C JDô2C`5CÔ8CP](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1855.

100118C

[B 4D 50ô;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1856.

100118D

[A`0C4D,,>CÔ>Cç C,,;C`8](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1857.

100118E

[A 0;0T=C\\$8CÔ0](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1858.

100118H

[B 50GD](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1859.

100118J

[A D50CÔ0 D >Cd4CT=C,,O C\\$8C=8CÔ3C](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1860.

100118B

[B 50;0G<C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1861.

100106B

[A 5D;Dô=CDAC=8C` DD4BC >C`LCÔKC` ACäNCP](#)

Rating: — · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1862.

100106E

[B D0D\\$1Cä;DÄ=D`5 Cô>C`O](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1863.

100106A

[B\\$5615D JCT<C#0](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1864.

100106F

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1865.

100106D

[B5CÄC,,>CÖ0D](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1866.

100106C

[A-2D\\$>GÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1867.

100106I

[B B C 4C,,>CĐ](#)

Rating: — · first AC: 2012-10-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1868.

100080B

[A40C10C#BC,,GCTAC#0Dò :Cä=DD5D 5CÔFC,,O](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1869.

100080C

[A#5CäAC#8 D <Cä@Cä6CT=D´<](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1870.

100080J

[B\\$0C C,,FC](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1871.

100080F

[B18D,C1Ô?Cä4D BD >C#8](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1872.

100080E

[A10CÄ#Cç =C ECä;Cä4C,,;DÄ=C,,:CP](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1873.

100080I

[A\\$D#AD\\$0CÔ>C\\$;CT=C,,5 D BD >C#8](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1874.

100080D

[Aô@Dôx'D'5 C" ?D >D BD 0CÔAD\\$2CP](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1875.

100080G

[A4DxCDACa>C' ?C @C](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1876.

100080H

[B,,0C,Câ=-Cô0C'8CÔ4D >CÀ](#)

Rating: — · first AC: 2012-10-13 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1877.

100080A

[AD2Câ8Dt=D'5 Dt8D ;C](#)

Rating: — · first AC: 2012-10-13 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1878.

100036A

[AôCCuKdL C#8 1D](#)

Rating: — · first AC: 2012-10-12 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1879.

100033J

[Bô8DriCâ2Câ5 D,,>D0](#)

Rating: — · first AC: 2012-10-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1880.

100033E

[A 4DxôD'5 C#>C';C 9CD5D K](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1881.

100033I

[B 0CâiCD2Câ9D BC\\$5CÔ=D'9 CD>C#CCÄ5CÔB](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1882.

100033G

[Aô@Câ1CT6C#8 Cô> AÄ0CÔEDÔBD\\$5CÔC](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1883.

100033D

[Bô,CtAD\\$@C,,GCTAD\\$2Cà](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1884.

100033H

[B ;CT4D4ND"5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1885.

100033F

[A#DkC,,GCTAC#8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1886.

100033K

[A#0C!AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1887.

100003G

[AãD\\$8CÄ8Ct0Dd8Dö](#)

Rating: — · first AC: 2012-09-18 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1888.

100003H

[B;T;CDD°](#)

Rating: — · first AC: 2012-09-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1889.

100003B

[AÄ#DiB](#)

Rating: — · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1890.

100003J

[BTOCÄ+C](#)

Rating: — · first AC: 2012-09-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1891.

100003D

[AãTDT;CB 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1892.

100003C

[Aö#DiBC, 1CTACô@CTDC,,:D =D´5 C#>CDK](#)

Rating: — · first AC: 2012-09-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1893.

100003E

[AD@CaCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1894.

100003A

[AÄ5DiBCä C Cö@CäECä4C À Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1895.

100081G

[A@Dâ!](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1896.

100081F

[AD20ridCä@CÄ0D\\$0](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1897.

100081H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1898.

100081I

[B\\$@C1CC4>C`LCÔ8C](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1899.

100081B

[B,TD K](#)

Rating: — · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1900.

100044I

[A?CÄ0CÔ4CÔ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2012-09-11 · last AC: 2012-09-11 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1901.

100036I

[A4?01aC\\$>C`>CÄ:C](#)

Rating: — · first AC: 2012-09-08 · last AC: 2012-09-09 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1902.

100036C

[ASK0ôCC#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2012-09-09 · last AC: 2012-09-09 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1903.

100036H

[Aô@Cä0 0CÄ<C ?D 8DT>C`>C48Dt5D :Cä3Cä 8D AC`5CD>C\\$0CÔ8Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2012-09-08 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1904.

100036B

[A#;01B0#0 CD;Dò ECä<DôGC#0](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1905.

100036K

[AD20ja6CT=C,,5](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1906.

100036G

[Ad@C11C,,9 A#@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1907.

100036J

[A4@C;SCD0CÔAC#0Dò >C >D >CÔ0](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1908.

100036E

[B 7D00\\$5CD;C,,2C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1909.

100036F

[B 00t20f5Dt5CÔ8Dò A C,,7CÄ5D 8D\\$5C`5CÄ](#)

Rating: — · first AC: 2012-09-08 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1910.

100039A

[B 0D0D0D :C 2 D\\$@C, FC\\$5D\\$0](#)

Rating: — · first AC: 2012-07-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1911.

100039H

[A#0C0rACÔ>-DtQD =D`5 CD5D 5C\\$LDö](#)

Rating: — · first AC: 2012-07-16 · last AC: 2012-07-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1912.

100039C

[BÔD0rA CT@C,,<CT=D](#)

Rating: — · first AC: 2012-07-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1913.

100039J

[AÔ500@ C 2C,,;DÄ=C O D GC,,BC ;C#0](#)

Rating: — · first AC: 2012-07-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1914.

100039I

[A,,7Cä0 0Cd5CÔ8CR BC 1C`8DdK](#)

Rating: — · first AC: 2012-07-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1915.

100039B

[BÔDÄD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2012-07-16 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1916.

100039F

[Aç;C#0 TBC C`NC](#)

Rating: — · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1917.

100039E

[A 2D\\$>CÄ>C 8C`LCÔKCR =Cä<CT@C](#)

Rating: — · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1918.

100038D

[ASKOiaD K](#)

Rating: — · first AC: 2012-06-21 · last AC: 2012-06-21 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1919.

100038G

[AÄ00#AC,,<C ;DÄ=C O D CCÄ<C](#)

Rating: — · first AC: 2012-06-21 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1920.

100038I

[B#Dj@a](#)

Rating: — · first AC: 2012-06-21 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1921.

100038E

[B\\$@C#CC4>C`LCÖ0Dö @C <C#0](#)

Rating: — · first AC: 2012-06-21 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1922.

100038J

[Aö5Dö5C#;DägCT=C,,5 CÄ5Cd4D2 >C#C <C€](#)

Rating: — · first AC: 2012-06-21 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1923.

100038B

[A#CÖ#D\\$5C BD](#)

Rating: — · first AC: 2012-06-21 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1924.

100061D

[AÄ#CÖ5D\\$K](#)

Rating: — · first AC: 2012-06-19 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1925.

100061B

[A#D#CÖ0Dd8Dö](#)

Rating: — · first AC: 2012-06-19 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1926.

100061A

[ATöD#5D BC =Cä2C#0](#)

Rating: — · first AC: 2012-06-19 · MS C++ (first AC) · Tags: —

[Belonogov's solution](#)

1927.

100014H

[Abracadabra · Tutorial](#)

Rating: — · first AC: 2012-03-12 · last AC: 2012-03-16 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1928.

100017D

[D · Tutorial](#)

Rating: — · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)

1929.

100017B

[B · Tutorial](#)

Rating: — · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)**1930.**

100017E

[E · Tutorial](#)

Rating: — · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)**1931.**

100017C

[C · Tutorial](#)

Rating: — · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)**1932.**

100017A

[A · Tutorial](#)

Rating: — · first AC: 2012-01-31 · GNU C++ (first AC) · Tags: —

[Belonogov's solution](#)