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Unique solved — DBradac

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

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

Filters: none

Count: 765

1.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

[DBradac's solution](#)

2.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[DBradac's solution](#)

3.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)

[DBradac's solution](#)

4.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)

[DBradac's solution](#)

5.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#)

[DBradac's solution](#)

6.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [graphs](#), [math](#), [number theory](#)

[DBradac's solution](#)

7.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)

[DBradac's solution](#)

8.

618A

[Slime Combining](#) · [Tutorial](#)

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

[DBradac's solution](#)

9.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,748 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: [implementation](#)

[DBradac's solution](#)

10.

581A

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

Quality: 84,950 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[DBradac's solution](#)

11.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[DBradac's solution](#)

12.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[DBradac's solution](#)

13.

472A

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

Quality: 70,767 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[DBradac's solution](#)

14.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation

[DBradac's solution](#)

15.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,318 global accepts · Rating: 800 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: implementation

[DBradac's solution](#)

16.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[DBradac's solution](#)

17.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[DBradac's solution](#)

18.

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

[DBradac's solution](#)

19.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[DBradac's solution](#)

20.

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

[DBradac's solution](#)

21.

765A

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

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

[DBradac's solution](#)

22.

706A

[Beru-taxi](#) · [Tutorial](#)

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

[DBradac's solution](#)

23.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[DBradac's solution](#)

24.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[DBradac's solution](#)

25.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[DBradac's solution](#)

26.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: greedy

[DBradac's solution](#)

27.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: implementation

[DBradac's solution](#)

28.

580A

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

Quality: 104,675 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[DBradac's solution](#)

29.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[DBradac's solution](#)

30.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation

[DBradac's solution](#)

31.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[DBradac's solution](#)

32.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[DBradac's solution](#)

33.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DBradac's solution](#)

34.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DBradac's solution](#)

35.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DBradac's solution](#)

36.

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

[DBradac's solution](#)

37.

608A

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

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: implementation, math

[DBradac's solution](#)

38.

584A

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

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[DBradac's solution](#)

39.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[DBradac's solution](#)

40.

577A

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

Quality: 45,280 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, number theory

[DBradac's solution](#)

41.

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

[DBradac's solution](#)

42.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[DBradac's solution](#)

43.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: greedy

[DBradac's solution](#)

44.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[DBradac's solution](#)

45.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: brute force, implementation, math

[DBradac's solution](#)

46.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DBradac's solution](#)

47.

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

[DBradac's solution](#)

48.

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

[DBradac's solution](#)

49.

755B

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

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

[DBradac's solution](#)

50.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[DBradac's solution](#)

51.

706B

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

Quality: 84,425 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[DBradac's solution](#)

52.

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

[DBradac's solution](#)

53.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[DBradac's solution](#)

- 54.**
596B
[Wilbur and Array](#) · [Tutorial](#)
Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation
[DBradac's solution](#)
- 55.**
596A
[Wilbur and Swimming Pool](#) · [Tutorial](#)
Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation
[DBradac's solution](#)
- 56.**
581B
[Luxurious Houses](#) · [Tutorial](#)
Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[DBradac's solution](#)
- 57.**
535B
[Tavas and SaDDas](#) · [Tutorial](#)
Quality: 26,659 global accepts · Rating: 1100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[DBradac's solution](#)
- 58.**
471A
[MUH and Sticks](#) · [Tutorial](#)
Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation
[DBradac's solution](#)
- 59.**
2002C
[Black Circles](#) · [Tutorial](#)
Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[DBradac's solution](#)
- 60.**
1375B
[Neighbor Grid](#) · [Tutorial](#)
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[DBradac's solution](#)
- 61.**
1028B
[Unnatural Conditions](#) · [Tutorial](#)
Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[DBradac's solution](#)
- 62.**
1017B
[The Bits](#) · [Tutorial](#)
Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[DBradac's solution](#)
- 63.**
914B
[Conan and Agasa play a Card Game](#) · [Tutorial](#)
Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[DBradac's solution](#)
- 64.**
794B
[Cutting Carrot](#) · [Tutorial](#)
Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[DBradac's solution](#)

65.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[DBradac's solution](#)

66.

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

[DBradac's solution](#)

67.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[DBradac's solution](#)

68.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DBradac's solution](#)

69.

655B

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

Rating: 1200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: greedy, math

[DBradac's solution](#)

70.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[DBradac's solution](#)

71.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DBradac's solution](#)

72.

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

[DBradac's solution](#)

73.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[DBradac's solution](#)

74.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: brute force, graphs, math

[DBradac's solution](#)

75.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs,

interactive, trees

[DBradac's solution](#)

76.

750B

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

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

[DBradac's solution](#)

77.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DBradac's solution](#)

78.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[DBradac's solution](#)

79.

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

[DBradac's solution](#)

80.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[DBradac's solution](#)

81.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: math

[DBradac's solution](#)

82.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: implementation

[DBradac's solution](#)

83.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[DBradac's solution](#)

84.

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

[DBradac's solution](#)

85.

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: —

[DBradac's solution](#)

86.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[DBradac's solution](#)

87.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings

[DBradac's solution](#)

88.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: implementation, sortings

[DBradac's solution](#)

89.

251A

[Points on Line](#) · [Tutorial](#)

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

[DBradac's solution](#)

90.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: games

[DBradac's solution](#)

91.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[DBradac's solution](#)

92.

1103A

[Grid game](#) · [Tutorial](#)

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

[DBradac's solution](#)

93.

843A

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

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

[DBradac's solution](#)

94.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DBradac's solution](#)

95.

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

[DBradac's solution](#)

96.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[DBradac's solution](#)

97.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[DBradac's solution](#)

98.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,634 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[DBradac's solution](#)

99.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[DBradac's solution](#)

100.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[DBradac's solution](#)

101.

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

[DBradac's solution](#)

102.

516A

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

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

[DBradac's solution](#)

103.

513B1

[Permutations](#) · [Tutorial](#)

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

[DBradac's solution](#)

104.

507B

[Amr and Pins](#) · [Tutorial](#)

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

[DBradac's solution](#)

105.

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

[DBradac's solution](#)

106.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation, strings

[DBradac's solution](#)

107.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, sortings

[DBradac's solution](#)

108.

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[DBradac's solution](#)

109.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[DBradac's solution](#)

110.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DBradac's solution](#)

111.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[DBradac's solution](#)

112.

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

[DBradac's solution](#)

113.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[DBradac's solution](#)

114.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[DBradac's solution](#)

115.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[DBradac's solution](#)

116.

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

[DBradac's solution](#)

117.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[DBradac's solution](#)

118.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[DBradac's solution](#)

119.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: combinatorics, strings

[DBradac's solution](#)

120.

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

[DBradac's solution](#)

121.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[DBradac's solution](#)

122.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[DBradac's solution](#)

123.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[DBradac's solution](#)

124.

576A

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

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[DBradac's solution](#)

125.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[DBradac's solution](#)

126.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[DBradac's solution](#)

127.

521A

[DNA Alignment](#) · [Tutorial](#)

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

[DBradac's solution](#)

128.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[DBradac's solution](#)

129.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[DBradac's solution](#)

130.

494A

[Treasure](#) · [Tutorial](#)

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

[DBradac's solution](#)

131.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation

[DBradac's solution](#)

132.

403A

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

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[DBradac's solution](#)

133.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[DBradac's solution](#)

134.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[DBradac's solution](#)

135.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[DBradac's solution](#)

136.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[DBradac's solution](#)

137.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[DBradac's solution](#)

138.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[DBradac's solution](#)

139.

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

[DBradac's solution](#)

140.

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

[DBradac's solution](#)

141.

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

[DBradac's solution](#)

142.

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

[DBradac's solution](#)

143.

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

[DBradac's solution](#)

144.

756B

[Travel Card · Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[DBradac's solution](#)

145.

750C

[New Year and Rating · Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[DBradac's solution](#)

146.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses · Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[DBradac's solution](#)

147.

741A

[Arpa's loud Owf and Mehrdad's evil plan · Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[DBradac's solution](#)

148.

736B

[Taxes · Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DBradac's solution](#)

149.

736A

[Tennis Championship · Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[DBradac's solution](#)

150.

733D

[Kostya the Sculptor · Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[DBradac's solution](#)

151.

722C

[Destroying Array · Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[DBradac's solution](#)

152.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DBradac's solution](#)

153.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[DBradac's solution](#)

154.

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

[DBradac's solution](#)

155.

674B

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

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

[DBradac's solution](#)

156.

657A

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

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

[DBradac's solution](#)

157.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[DBradac's solution](#)

158.

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

[DBradac's solution](#)

159.

618C

[Constellation](#) · [Tutorial](#)

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

[DBradac's solution](#)

160.

615B

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

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

[DBradac's solution](#)

161.

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

[DBradac's solution](#)

162.

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

[DBradac's solution](#)

163.

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[DBradac's solution](#)

164.

601A

[The Two Routes](#) · [Tutorial](#)

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

[DBradac's solution](#)

165.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-09-15 · last AC: 2015-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[DBradac's solution](#)

166.

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

[DBradac's solution](#)

167.

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

[DBradac's solution](#)

168.

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

[DBradac's solution](#)

169.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[DBradac's solution](#)

170.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: combinatorics, math

[DBradac's solution](#)

171.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math

[DBradac's solution](#)

172.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: dfs and similar

[DBradac's solution](#)

173.

375B

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

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

[DBradac's solution](#)

174.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[DBradac's solution](#)

175.

344D

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

Rating: 1600 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[DBradac's solution](#)

176.

344C

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

Rating: 1600 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: math, number theory

[DBradac's solution](#)

177.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[DBradac's solution](#)

178.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[DBradac's solution](#)

179.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DBradac's solution](#)

180.

1086B

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

Rating: 1700 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[DBradac's solution](#)

181.

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[DBradac's solution](#)

182.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DBradac's solution](#)

183.

806A

[Success Rate](#) · [Tutorial](#)

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

[DBradac's solution](#)

184.

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

[DBradac's solution](#)

185.

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

[DBradac's solution](#)

186.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[DBradac's solution](#)

187.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[DBradac's solution](#)

188.

631C

[Report](#) · [Tutorial](#)

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

[DBradac's solution](#)

189.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: data structures

[DBradac's solution](#)

190.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: dp, math

[DBradac's solution](#)

191.

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

[DBradac's solution](#)

192.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[DBradac's solution](#)

193.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[DBradac's solution](#)

194.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[DBradac's solution](#)

195.

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

[DBradac's solution](#)

196.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[DBradac's solution](#)

197.

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

[DBradac's solution](#)

198.

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

[DBradac's solution](#)

199.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[DBradac's solution](#)

200.

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

[DBradac's solution](#)

201.

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

[DBradac's solution](#)

202.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[DBradac's solution](#)

203.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[DBradac's solution](#)

204.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[DBradac's solution](#)

205.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math
[DBradac's solution](#)

206.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[DBradac's solution](#)

207.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation, math, number theory
[DBradac's solution](#)

208.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy
[DBradac's solution](#)

209.

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
[DBradac's solution](#)

210.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[DBradac's solution](#)

211.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[DBradac's solution](#)

212.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[DBradac's solution](#)

213.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[DBradac's solution](#)

214.

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
[DBradac's solution](#)

215.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

216.

778B

[Bitwise Formula](#) · [Tutorial](#)

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218.

768C

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584D

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838B

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Quality: 1,075 global accepts · Rating: 2100 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DBradac's solution](#)

323.

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

[DBradac's solution](#)

324.

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

[DBradac's solution](#)

325.

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

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326.

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

[DBradac's solution](#)

327.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DBradac's solution](#)

328.

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

[DBradac's solution](#)

329.

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

[DBradac's solution](#)

330.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[DBradac's solution](#)

331.

631D

[Messenger](#) · [Tutorial](#)

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

[DBradac's solution](#)

332.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · last AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search,

implementation, math

[DBradac's solution](#)

333.

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

[DBradac's solution](#)

334.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[DBradac's solution](#)

335.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-10-10 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[DBradac's solution](#)

336.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[DBradac's solution](#)

337.

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

[DBradac's solution](#)

338.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: dp, greedy

[DBradac's solution](#)

339.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[DBradac's solution](#)

340.

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

[DBradac's solution](#)

341.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DBradac's solution](#)

342.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[DBradac's solution](#)

343.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[DBradac's solution](#)

344.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[DBradac's solution](#)

345.

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

[DBradac's solution](#)

346.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[DBradac's solution](#)

347.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[DBradac's solution](#)

348.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[DBradac's solution](#)

349.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: combinatorics, dp

[DBradac's solution](#)

350.

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: divide and conquer

[DBradac's solution](#)

351.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DBradac's solution](#)

352.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[DBradac's solution](#)

353.

1045G

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Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DBradac's solution](#)

354.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[DBradac's solution](#)

355.

901B

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Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · last AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[DBradac's solution](#)

356.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[DBradac's solution](#)

357.

833B

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Quality: 6,496 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[DBradac's solution](#)

358.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[DBradac's solution](#)

359.

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

[DBradac's solution](#)

360.

765E

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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

[DBradac's solution](#)

361.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DBradac's solution](#)

362.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DBradac's solution](#)

363.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[DBradac's solution](#)

364.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[DBradac's solution](#)

365.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[DBradac's solution](#)

366.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[DBradac's solution](#)

367.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[DBradac's solution](#)

368.

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

[DBradac's solution](#)

369.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[DBradac's solution](#)

370.

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

[DBradac's solution](#)

371.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[DBradac's solution](#)

372.

603C

[Liegues of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[DBradac's solution](#)

373.

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

[DBradac's solution](#)

374.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[DBradac's solution](#)

375.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[DBradac's solution](#)

376.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[DBradac's solution](#)

377.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-07-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[DBradac's solution](#)

378.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[DBradac's solution](#)

379.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[DBradac's solution](#)

380.

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

[DBradac's solution](#)

381.

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

[DBradac's solution](#)

382.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · last AC: 2015-04-07 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[DBradac's solution](#)

383.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[DBradac's solution](#)

384.

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

[DBradac's solution](#)

385.

490F

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Quality: 1,913 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[DBradac's solution](#)

386.

448E

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Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[DBradac's solution](#)

387.

406D

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Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-26 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[DBradac's solution](#)

388.

364B

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Quality: 1,252 global accepts · Rating: 2200 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: dp, greedy

[DBradac's solution](#)

389.

2002E

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[DBradac's solution](#)

390.

1086C

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Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[DBradac's solution](#)

391.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[DBradac's solution](#)

392.

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

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393.

856B

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394.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[DBradac's solution](#)

395.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[DBradac's solution](#)

396.

793C

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Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math,

sortings

[DBradac's solution](#)

397.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[DBradac's solution](#)

398.

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

[DBradac's solution](#)

399.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[DBradac's solution](#)

400.

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

[DBradac's solution](#)

401.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[DBradac's solution](#)

402.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings

[DBradac's solution](#)

403.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[DBradac's solution](#)

404.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[DBradac's solution](#)

405.

601C

[Kleofáš and the n-thon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[DBradac's solution](#)

406.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[DBradac's solution](#)

407.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++11 (first AC) · Tags: games

[DBradac's solution](#)

408.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[DBradac's solution](#)

409.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[DBradac's solution](#)

410.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[DBradac's solution](#)

411.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-07-07 · last AC: 2015-07-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[DBradac's solution](#)

412.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[DBradac's solution](#)

413.

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

[DBradac's solution](#)

414.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[DBradac's solution](#)

415.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: data structures

[DBradac's solution](#)

416.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: flows, graph matchings

[DBradac's solution](#)

417.

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

[DBradac's solution](#)

418.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[DBradac's solution](#)

419.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[DBradac's solution](#)

420.

425C

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

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-07-07 · GNU C++0x (first AC) · Tags: data structures, dp

[DBradac's solution](#)

421.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-06-12 · GNU C++0x (first AC) · Tags: data structures, math

[DBradac's solution](#)

422.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-25 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DBradac's solution](#)

423.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, trees

[DBradac's solution](#)

424.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[DBradac's solution](#)

425.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[DBradac's solution](#)

426.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[DBradac's solution](#)

427.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[DBradac's solution](#)

428.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[DBradac's solution](#)

429.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[DBradac's solution](#)

430.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[DBradac's solution](#)

431.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[DBradac's solution](#)

432.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DBradac's solution](#)

433.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[DBradac's solution](#)

434.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[DBradac's solution](#)

435.

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

[DBradac's solution](#)

436.

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

[DBradac's solution](#)

437.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[DBradac's solution](#)

438.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[DBradac's solution](#)

439.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[DBradac's solution](#)

440.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[DBradac's solution](#)

441.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[DBradac's solution](#)

442.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · last AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows

[DBradac's solution](#)

443.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[DBradac's solution](#)

444.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[DBradac's solution](#)

445.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[DBradac's solution](#)

446.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[DBradac's solution](#)

447.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[DBradac's solution](#)

448.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[DBradac's solution](#)

449.

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

[DBradac's solution](#)

450.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[DBradac's solution](#)

451.

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

[DBradac's solution](#)

452.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: number theory

[DBradac's solution](#)

453.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[DBradac's solution](#)

454.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[DBradac's solution](#)

455.

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[DBradac's solution](#)

456.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[DBradac's solution](#)

457.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[DBradac's solution](#)

458.

529C

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

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-24 · GNU C++11 (first AC) · Tags: data structures, sortings

[DBradac's solution](#)

459.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-02-26 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[DBradac's solution](#)

460.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dfs and similar

[DBradac's solution](#)

461.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[DBradac's solution](#)

462.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-02-06 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[DBradac's solution](#)

463.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-29 · last AC: 2014-12-29 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[DBradac's solution](#)

464.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-10-10 · last AC: 2014-10-10 · GNU C++0x (first AC) · Tags: data structures, dsu, string suffix structures, strings

[DBradac's solution](#)

465.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-26 · last AC: 2014-07-26 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[DBradac's solution](#)

466.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2014-01-15 · last AC: 2014-01-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[DBradac's solution](#)

467.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[DBradac's solution](#)

468.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[DBradac's solution](#)

469.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[DBradac's solution](#)

470.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DBradac's solution](#)

471.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[DBradac's solution](#)

472.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[DBradac's solution](#)

473.

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

[DBradac's solution](#)

474.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

475.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-27 · last AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[DBradac's solution](#)

476.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[DBradac's solution](#)

477.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DBradac's solution](#)

478.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[DBradac's solution](#)

479.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[DBradac's solution](#)

480.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs,

sortings

[DBradac's solution](#)

481.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: combinatorics, strings

[DBradac's solution](#)

482.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[DBradac's solution](#)

483.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: flows, graphs

[DBradac's solution](#)

484.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-31 · last AC: 2016-01-31 · GNU C++11 (first AC) · Tags: data structures, geometry

[DBradac's solution](#)

485.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[DBradac's solution](#)

486.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[DBradac's solution](#)

487.

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

[DBradac's solution](#)

488.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[DBradac's solution](#)

489.

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

[DBradac's solution](#)

490.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[DBradac's solution](#)

491.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-10-10 · last AC: 2015-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms,

dfs and similar, graphs, greedy

[DBradac's solution](#)

492.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · last AC: 2015-09-22 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[DBradac's solution](#)

493.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[DBradac's solution](#)

494.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[DBradac's solution](#)

495.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[DBradac's solution](#)

496.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-25 · last AC: 2015-03-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[DBradac's solution](#)

497.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-20 · last AC: 2014-11-20 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[DBradac's solution](#)

498.

438C

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

Rating: 2500 · first AC: 2014-06-11 · GNU C++0x (first AC) · Tags: dp, geometry

[DBradac's solution](#)

499.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[DBradac's solution](#)

500.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[DBradac's solution](#)

501.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[DBradac's solution](#)

502.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2017-02-19 · last AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: matrices, strings
[DBradac's solution](#)

503.

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
[DBradac's solution](#)

504.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[DBradac's solution](#)

505.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[DBradac's solution](#)

506.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[DBradac's solution](#)

507.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[DBradac's solution](#)

508.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-18 · last AC: 2016-04-18 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[DBradac's solution](#)

509.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: number theory
[DBradac's solution](#)

510.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · last AC: 2016-03-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[DBradac's solution](#)

511.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · last AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[DBradac's solution](#)

512.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-03 · last AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[DBradac's solution](#)

513.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-01 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[DBradac's solution](#)

514.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: data structures, trees

[DBradac's solution](#)

515.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: dp

[DBradac's solution](#)

516.

536C

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

Rating: 2600 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: geometry, math

[DBradac's solution](#)

517.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[DBradac's solution](#)

518.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[DBradac's solution](#)

519.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[DBradac's solution](#)

520.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[DBradac's solution](#)

521.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dp

[DBradac's solution](#)

522.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[DBradac's solution](#)

523.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-18 · last AC: 2014-12-18 · GNU C++0x (first AC) · Tags: dp, probabilities

[DBradac's solution](#)

524.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[DBradac's solution](#)

525.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

[DBradac's solution](#)

526.

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

[DBradac's solution](#)

527.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DBradac's solution](#)

528.

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[DBradac's solution](#)

529.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[DBradac's solution](#)

530.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2017-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[DBradac's solution](#)

531.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · last AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[DBradac's solution](#)

532.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[DBradac's solution](#)

533.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[DBradac's solution](#)

534.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[DBradac's solution](#)

535.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[DBradac's solution](#)

536.

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: geometry, math, probabilities, two pointers

[DBradac's solution](#)

537.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · last AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[DBradac's solution](#)

538.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[DBradac's solution](#)

539.

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

[DBradac's solution](#)

540.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[DBradac's solution](#)

541.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[DBradac's solution](#)

542.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-24 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[DBradac's solution](#)

543.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2015-02-28 · last AC: 2015-02-28 · GNU C++0x (first AC) · Tags: combinatorics, dp
[DBradac's solution](#)

544.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: flows
[DBradac's solution](#)

545.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dp
[DBradac's solution](#)

546.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-25 · last AC: 2014-11-25 · GNU C++0x (first AC) · Tags: data structures
[DBradac's solution](#)

547.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees
[DBradac's solution](#)

548.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[DBradac's solution](#)

549.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[DBradac's solution](#)

550.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[DBradac's solution](#)

551.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[DBradac's solution](#)

552.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[DBradac's solution](#)

553.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-08-01 · last AC: 2016-08-01 · GNU C++11 (first AC) · Tags: data structures
[DBradac's solution](#)

554.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[DBradac's solution](#)

555.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2016-06-01 · last AC: 2016-06-01 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[DBradac's solution](#)

556.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: data structures, number theory

[DBradac's solution](#)

557.

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[DBradac's solution](#)

558.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[DBradac's solution](#)

559.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[DBradac's solution](#)

560.

581E

[Kojiro and Furrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2015-09-28 · last AC: 2015-10-01 · GNU C++11 (first AC) · Tags: dp, greedy

[DBradac's solution](#)

561.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-07-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[DBradac's solution](#)

562.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-07-07 · last AC: 2015-07-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[DBradac's solution](#)

563.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[DBradac's solution](#)

564.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[DBradac's solution](#)

565.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: dsu, math

[DBradac's solution](#)

566.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-19 · last AC: 2015-02-19 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[DBradac's solution](#)

567.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: flows

[DBradac's solution](#)

568.

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

[DBradac's solution](#)

569.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, trees

[DBradac's solution](#)

570.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-24 · last AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[DBradac's solution](#)

571.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[DBradac's solution](#)

572.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[DBradac's solution](#)

573.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[DBradac's solution](#)

574.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[DBradac's solution](#)

575.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[DBradac's solution](#)

576.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[DBradac's solution](#)

577.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · last AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[DBradac's solution](#)

578.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-05 · last AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, dp

[DBradac's solution](#)

579.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: geometry, two pointers

[DBradac's solution](#)

580.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[DBradac's solution](#)

581.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: data structures

[DBradac's solution](#)

582.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: dp, games

[DBradac's solution](#)

583.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[DBradac's solution](#)

584.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[DBradac's solution](#)

585.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive
[DBradac's solution](#)

586.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[DBradac's solution](#)

587.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[DBradac's solution](#)

588.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[DBradac's solution](#)

589.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2016-11-29 · last AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[DBradac's solution](#)

590.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[DBradac's solution](#)

591.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2015-12-08 · last AC: 2015-12-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
[DBradac's solution](#)

592.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: data structures
[DBradac's solution](#)

593.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2015-10-22 · last AC: 2015-10-22 · GNU C++11 (first AC) · Tags: data structures, strings
[DBradac's solution](#)

594.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[DBradac's solution](#)

595.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-05-02 · last AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[DBradac's solution](#)

596.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DBradac's solution](#)

597.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[DBradac's solution](#)

598.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[DBradac's solution](#)

599.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[DBradac's solution](#)

600.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[DBradac's solution](#)

601.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[DBradac's solution](#)

602.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2015-07-12 · last AC: 2015-07-12 · GNU C++11 (first AC) · Tags: data structures

[DBradac's solution](#)

603.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[DBradac's solution](#)

604.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[DBradac's solution](#)

605.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[DBradac's solution](#)

606.

744E

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

Quality: 149 global accepts · Rating: 3200 · first AC: 2017-02-18 · last AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: strings, two pointers

[DBradac's solution](#)

607.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[DBradac's solution](#)

608.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[DBradac's solution](#)

609.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy

[DBradac's solution](#)

610.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[DBradac's solution](#)

611.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2015-12-28 · last AC: 2015-12-28 · GNU C++11 (first AC) · Tags: binary search, geometry

[DBradac's solution](#)

612.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2015-09-13 · last AC: 2015-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[DBradac's solution](#)

613.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[DBradac's solution](#)

614.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

615.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

616.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

617.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

618.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

619.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

620.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

621.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

622.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

623.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

624.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

625.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

626.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

627.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

628.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

629.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

630.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

631.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

632.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

633.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

634.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

635.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

636.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

637.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

638.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

639.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

640.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

641.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

642.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

643.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

644.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

645.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

646.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

647.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

648.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

649.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

650.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

651.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

652.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

653.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

654.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

655.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

656.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

657.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

658.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

659.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

660.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

661.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[DBradac's solution](#)

662.

101623K

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

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

663.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

664.

101954I

[Moving Furniture](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

665.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

666.

101954C

[Rullete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

667.

101954D

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

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

668.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

669.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

670.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

671.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

672.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

673.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

674.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

675.

101002G

[Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

676.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

677.

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

678.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

679.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

680.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

681.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

682.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

683.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

684.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

685.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

686.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

687.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

688.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · Python 2 (first AC) · Tags: —

[DBradac's solution](#)

689.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

690.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

691.

101234G

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

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

692.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

693.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

694.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

695.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

696.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

697.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · Python 2 (first AC) · Tags: —

[DBradac's solution](#)

698.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

699.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

700.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

701.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

702.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

703.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

704.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

705.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

706.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

707.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

708.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

709.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

710.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

711.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

712.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

713.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

714.

100860G

[Governor](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

715.

100860F

[Four-Based Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

716.

100860J

[Juliani's Job](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

717.

100860C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

718.

100860A

[AutoCoder](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

719.

100860B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

720.

100860H

[Hole](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

721.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

722.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

723.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

724.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[DBradac's solution](#)

725.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

726.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

727.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

728.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

729.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: —

[DBradac's solution](#)

730.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

731.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

732.

100726C

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

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

733.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-10 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

734.

100796J

[Narrow Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

735.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

736.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

737.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

738.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

739.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

740.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

741.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

742.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

743.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

744.

100796B

[Wet Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · last AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

745.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

746.

100796E

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

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

747.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

748.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

749.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

750.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

751.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

752.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

753.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

754.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

755.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

756.

100016A

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

Rating: — · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

757.

100016B

[Command Post](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

758.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: data structures

[DBradac's solution](#)

759.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: —

[DBradac's solution](#)

760.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-03-27 · last AC: 2014-03-27 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices

[DBradac's solution](#)

761.

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-03-21 · GNU C++0x (first AC) · Tags: dp

[DBradac's solution](#)

762.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-03-21 · GNU C++0x (first AC) · Tags: math

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