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Unique solved — DPR-pavlin

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

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

Filters: none

Count: 735

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,540 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,740 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DPR-pavlin's solution](#)

3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,466 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[DPR-pavlin's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

5.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[DPR-pavlin's solution](#)

6.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[DPR-pavlin's solution](#)

7.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DPR-pavlin's solution](#)

8.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[DPR-pavlin's solution](#)

9.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

10.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[DPR-pavlin's solution](#)

11.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,011 global accepts · Rating: 800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DPR-pavlin's solution](#)

12.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

13.

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DPR-pavlin's solution](#)

14.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,668 global accepts · Rating: 800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[DPR-pavlin's solution](#)

15.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

16.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DPR-pavlin's solution](#)

17.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[DPR-pavlin's solution](#)

18.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[DPR-pavlin's solution](#)

19.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DPR-pavlin's solution](#)

20.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[DPR-pavlin's solution](#)

21.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

22.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DPR-pavlin's solution](#)

23.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

24.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[DPR-pavlin's solution](#)

25.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

26.

859A

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

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

[DPR-pavlin's solution](#)

27.

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

[DPR-pavlin's solution](#)

28.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

29.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: brute force, math

[DPR-pavlin's solution](#)

30.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, implementation, sortings

[DPR-pavlin's solution](#)

31.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[DPR-pavlin's solution](#)

32.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, implementation

[DPR-pavlin's solution](#)

33.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

34.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

35.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,710 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[DPR-pavlin's solution](#)

36.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

37.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

38.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

39.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DPR-pavlin's solution](#)

40.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DPR-pavlin's solution](#)

41.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[DPR-pavlin's solution](#)

42.

1324A

[Yet Another Tetris Problem](#) · [Tutorial](#)

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[DPR-pavlin's solution](#)

43.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

44.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[DPR-pavlin's solution](#)

45.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[DPR-pavlin's solution](#)

46.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[DPR-pavlin's solution](#)

47.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2013-07-16 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

48.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,766 global accepts · Rating: 900 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: number theory

[DPR-pavlin's solution](#)

49.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2010-06-03 · last AC: 2010-06-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[DPR-pavlin's solution](#)

50.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DPR-pavlin's solution](#)

51.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[DPR-pavlin's solution](#)

52.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[DPR-pavlin's solution](#)

53.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[DPR-pavlin's solution](#)

54.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[DPR-pavlin's solution](#)

55.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[DPR-pavlin's solution](#)

56.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[DPR-pavlin's solution](#)

57.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[DPR-pavlin's solution](#)

58.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[DPR-pavlin's solution](#)

59.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[DPR-pavlin's solution](#)

60.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[DPR-pavlin's solution](#)

61.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation
[DPR-pavlin's solution](#)

62.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation
[DPR-pavlin's solution](#)

63.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[DPR-pavlin's solution](#)

- 64.**
5A
[Chat Servers Outgoing Traffic](#) · [Tutorial](#)
Quality: 11,124 global accepts · Rating: 1000 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: implementation
[DPR-pavlin's solution](#)
- 65.**
3A
[Shortest path of the king](#) · [Tutorial](#)
Quality: 22,143 global accepts · Rating: 1000 · first AC: 2012-07-21 · GNU C++ (first AC) · Tags: greedy, shortest paths
[DPR-pavlin's solution](#)
- 66.**
178A1
[Educational Game](#) · [Tutorial](#)
Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
[DPR-pavlin's solution](#)
- 67.**
178A2
[Educational Game](#) · [Tutorial](#)
Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy
[DPR-pavlin's solution](#)
- 68.**
109A
[Lucky Sum of Digits](#) · [Tutorial](#)
Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation
[DPR-pavlin's solution](#)
- 69.**
74A
[Room Leader](#) · [Tutorial](#)
Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: implementation
[DPR-pavlin's solution](#)
- 70.**
37A
[Towers](#) · [Tutorial](#)
Quality: 27,689 global accepts · Rating: 1000 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: sortings
[DPR-pavlin's solution](#)
- 71.**
17A
[Noldbach problem](#) · [Tutorial](#)
Quality: 21,401 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[DPR-pavlin's solution](#)
- 72.**
1A
[Theatre Square](#) · [Tutorial](#)
Quality: 320,198 global accepts · Rating: 1000 · first AC: 2010-07-01 · GNU C++ (first AC) · Tags: math
[DPR-pavlin's solution](#)
- 73.**
2162C
[Beautiful XOR](#) · [Tutorial](#)
Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[DPR-pavlin's solution](#)
- 74.**
1706B
[Making Towers](#) · [Tutorial](#)
Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[DPR-pavlin's solution](#)

75.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

76.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[DPR-pavlin's solution](#)

77.

1324B

[Yet Another Palindrome Problem](#) · [Tutorial](#)

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[DPR-pavlin's solution](#)

78.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[DPR-pavlin's solution](#)

79.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

80.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DPR-pavlin's solution](#)

81.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[DPR-pavlin's solution](#)

82.

522B

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

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

[DPR-pavlin's solution](#)

83.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

84.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

85.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

86.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,823 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[DPR-pavlin's solution](#)

87.

82A

[Double Cola](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

88.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[DPR-pavlin's solution](#)

89.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[DPR-pavlin's solution](#)

90.

1641A

[Great Sequence](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

91.

1553C

[Penalty](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

92.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

93.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[DPR-pavlin's solution](#)

94.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[DPR-pavlin's solution](#)

95.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

96.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[DPR-pavlin's solution](#)

97.

725B

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

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

[DPR-pavlin's solution](#)

98.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

99.

708A

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

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

[DPR-pavlin's solution](#)

100.

645B

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

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

[DPR-pavlin's solution](#)

101.

645A

[Amity Assessment](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

102.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[DPR-pavlin's solution](#)

103.

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

[DPR-pavlin's solution](#)

104.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

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105.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation

[DPR-pavlin's solution](#)

106.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,335 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[DPR-pavlin's solution](#)

107.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

108.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[DPR-pavlin's solution](#)

109.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

110.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

111.

2144C

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Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DPR-pavlin's solution](#)

112.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

113.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[DPR-pavlin's solution](#)

114.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[DPR-pavlin's solution](#)

115.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[DPR-pavlin's solution](#)

116.

1553B

[Reverse String](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

117.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

118.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[DPR-pavlin's solution](#)

119.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[DPR-pavlin's solution](#)

120.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[DPR-pavlin's solution](#)

121.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[DPR-pavlin's solution](#)

122.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[DPR-pavlin's solution](#)

123.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[DPR-pavlin's solution](#)

124.

722A

[Broken Clock](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

125.

573A

[Bear and Poker](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

126.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[DPR-pavlin's solution](#)

127.

4C

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

Quality: 108,143 global accepts · Rating: 1300 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[DPR-pavlin's solution](#)

128.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, implementation, strings

[DPR-pavlin's solution](#)

129.

288A

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

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

[DPR-pavlin's solution](#)

130.

173A

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

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

[DPR-pavlin's solution](#)

131.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[DPR-pavlin's solution](#)

132.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

133.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[DPR-pavlin's solution](#)

134.

60A

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

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

[DPR-pavlin's solution](#)

135.

51A

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

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

136.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[DPR-pavlin's solution](#)

137.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[DPR-pavlin's solution](#)

138.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[DPR-pavlin's solution](#)

139.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[DPR-pavlin's solution](#)

140.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[DPR-pavlin's solution](#)

141.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[DPR-pavlin's solution](#)

142.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[DPR-pavlin's solution](#)

143.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[DPR-pavlin's solution](#)

144.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[DPR-pavlin's solution](#)

145.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[DPR-pavlin's solution](#)

146.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[DPR-pavlin's solution](#)

147.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[DPR-pavlin's solution](#)

148.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[DPR-pavlin's solution](#)

149.

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
[DPR-pavlin's solution](#)

150.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[DPR-pavlin's solution](#)

151.

418A

[Football](#) · [Tutorial](#)

Quality: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[DPR-pavlin's solution](#)

152.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[DPR-pavlin's solution](#)

153.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: data structures, implementation

[DPR-pavlin's solution](#)

154.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[DPR-pavlin's solution](#)

155.

158C

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

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[DPR-pavlin's solution](#)

156.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

157.

107A

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

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: dfs and similar, graphs

[DPR-pavlin's solution](#)

158.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[DPR-pavlin's solution](#)

159.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[DPR-pavlin's solution](#)

160.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

161.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

162.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[DPR-pavlin's solution](#)

163.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[DPR-pavlin's solution](#)

164.

2153C

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

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[DPR-pavlin's solution](#)

165.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[DPR-pavlin's solution](#)

166.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[DPR-pavlin's solution](#)

167.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[DPR-pavlin's solution](#)

168.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[DPR-pavlin's solution](#)

169.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[DPR-pavlin's solution](#)

170.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DPR-pavlin's solution](#)

171.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[DPR-pavlin's solution](#)

172.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[DPR-pavlin's solution](#)

173.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

174.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[DPR-pavlin's solution](#)

175.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DPR-pavlin's solution](#)

176.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

177.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[DPR-pavlin's solution](#)

178.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

179.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DPR-pavlin's solution](#)

180.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DPR-pavlin's solution](#)

181.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[DPR-pavlin's solution](#)

182.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings

[DPR-pavlin's solution](#)

183.

859C

[Pie Rules](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

184.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[DPR-pavlin's solution](#)

185.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[DPR-pavlin's solution](#)

186.

562B

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

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

[DPR-pavlin's solution](#)

187.

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

[DPR-pavlin's solution](#)

188.

494A

[Treasure](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

189.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[DPR-pavlin's solution](#)

190.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[DPR-pavlin's solution](#)

191.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu

[DPR-pavlin's solution](#)

192.

354A

[Vasya and Robot](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

193.

341B

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

Rating: 1500 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[DPR-pavlin's solution](#)

194.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[DPR-pavlin's solution](#)

195.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2013-07-16 · GNU C++ (first AC) · Tags: dp, implementation
[DPR-pavlin's solution](#)

196.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
[DPR-pavlin's solution](#)

197.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[DPR-pavlin's solution](#)

198.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · MS C++ (first AC) · Tags: games, greedy
[DPR-pavlin's solution](#)

199.

288B

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

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics
[DPR-pavlin's solution](#)

200.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: hashing, implementation
[DPR-pavlin's solution](#)

201.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures
[DPR-pavlin's solution](#)

202.

204A

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

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

203.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp
[DPR-pavlin's solution](#)

204.

178D1

[Magic Squares](#) · [Tutorial](#)

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

205.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special, number theory

[DPR-pavlin's solution](#)

206.

128A

[Statues](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

207.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

208.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: dp, games, greedy

[DPR-pavlin's solution](#)

209.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: strings

[DPR-pavlin's solution](#)

210.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[DPR-pavlin's solution](#)

211.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[DPR-pavlin's solution](#)

212.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[DPR-pavlin's solution](#)

213.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DPR-pavlin's solution](#)

214.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[DPR-pavlin's solution](#)

215.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[DPR-pavlin's solution](#)

216.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[DPR-pavlin's solution](#)

217.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[DPR-pavlin's solution](#)

218.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[DPR-pavlin's solution](#)

219.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[DPR-pavlin's solution](#)

220.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[DPR-pavlin's solution](#)

221.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[DPR-pavlin's solution](#)

222.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[DPR-pavlin's solution](#)

223.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: geometry, implementation

[DPR-pavlin's solution](#)

224.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[DPR-pavlin's solution](#)

225.

722C

[Destroying Array](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

226.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[DPR-pavlin's solution](#)

227.

657A

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

Rating: 1600 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[DPR-pavlin's solution](#)

228.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, two pointers

[DPR-pavlin's solution](#)

229.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: geometry, implementation

[DPR-pavlin's solution](#)

230.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

231.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[DPR-pavlin's solution](#)

232.

524A

[A\\$>Ct=CäCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

233.

512A

[Fox And Names](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

234.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[DPR-pavlin's solution](#)

235.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[DPR-pavlin's solution](#)

236.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[DPR-pavlin's solution](#)

237.

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

[DPR-pavlin's solution](#)

238.

375A

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

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

[DPR-pavlin's solution](#)

239.

364A

[Matrix](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

240.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[DPR-pavlin's solution](#)

241.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: games, math, number theory

[DPR-pavlin's solution](#)

242.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: greedy, math, number theory

[DPR-pavlin's solution](#)

243.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: math

[DPR-pavlin's solution](#)

244.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: math

[DPR-pavlin's solution](#)

245.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[DPR-pavlin's solution](#)

246.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

247.

297B

[Fish Weight](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

248.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, greedy

[DPR-pavlin's solution](#)

249.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[DPR-pavlin's solution](#)

250.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

251.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

252.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

253.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

254.

156B

[Suspects](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

255.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[DPR-pavlin's solution](#)

256.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

257.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[DPR-pavlin's solution](#)

258.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2010-07-02 · GNU C++ (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

259.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[DPR-pavlin's solution](#)

260.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DPR-pavlin's solution](#)

261.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[DPR-pavlin's solution](#)

262.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[DPR-pavlin's solution](#)

263.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[DPR-pavlin's solution](#)

264.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[DPR-pavlin's solution](#)

265.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[DPR-pavlin's solution](#)

266.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[DPR-pavlin's solution](#)

267.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[DPR-pavlin's solution](#)

268.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[DPR-pavlin's solution](#)

269.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[DPR-pavlin's solution](#)

270.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[DPR-pavlin's solution](#)

271.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[DPR-pavlin's solution](#)

272.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[DPR-pavlin's solution](#)

273.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[DPR-pavlin's solution](#)

274.

739A

[Alyona and mex](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

275.

644B

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

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

[DPR-pavlin's solution](#)

276.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[DPR-pavlin's solution](#)

277.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

278.

524B

[BD>D\\$> CÔO CÔOCÄOD\\$ria 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[DPR-pavlin's solution](#)

279.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[DPR-pavlin's solution](#)

280.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · MS C++ (first AC) · Tags: greedy, implementation

[DPR-pavlin's solution](#)

281.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: dp, sortings

[DPR-pavlin's solution](#)

282.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[DPR-pavlin's solution](#)

283.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[DPR-pavlin's solution](#)

284.

269B

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

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

[DPR-pavlin's solution](#)

285.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

286.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[DPR-pavlin's solution](#)

287.

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

288.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

289.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[DPR-pavlin's solution](#)

290.

163A

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

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

[DPR-pavlin's solution](#)

291.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: brute force

[DPR-pavlin's solution](#)

292.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[DPR-pavlin's solution](#)

293.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2011-07-22 · MS C++ (first AC) · Tags: brute force, implementation

[DPR-pavlin's solution](#)

294.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

295.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[DPR-pavlin's solution](#)

296.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[DPR-pavlin's solution](#)

297.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: expression parsing

[DPR-pavlin's solution](#)

298.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[DPR-pavlin's solution](#)

299.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[DPR-pavlin's solution](#)

300.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[DPR-pavlin's solution](#)

301.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[DPR-pavlin's solution](#)

302.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[DPR-pavlin's solution](#)

303.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[DPR-pavlin's solution](#)

304.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DPR-pavlin's solution](#)

305.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DPR-pavlin's solution](#)

306.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[DPR-pavlin's solution](#)

307.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[DPR-pavlin's solution](#)

308.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[DPR-pavlin's solution](#)

309.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[DPR-pavlin's solution](#)

310.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[DPR-pavlin's solution](#)

311.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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312.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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313.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[DPR-pavlin's solution](#)

314.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[DPR-pavlin's solution](#)

315.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[DPR-pavlin's solution](#)

316.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[DPR-pavlin's solution](#)

317.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[DPR-pavlin's solution](#)

318.

666A

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Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[DPR-pavlin's solution](#)

319.

645D

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Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

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320.

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[DPR-pavlin's solution](#)

321.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

322.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[DPR-pavlin's solution](#)

323.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[DPR-pavlin's solution](#)

324.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: data structures, implementation, two pointers

[DPR-pavlin's solution](#)

325.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2012-07-26 · GNU C++ (first AC) · Tags: brute force, games, implementation

[DPR-pavlin's solution](#)

326.

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

327.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

328.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[DPR-pavlin's solution](#)

329.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[DPR-pavlin's solution](#)

330.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

331.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, strings

[DPR-pavlin's solution](#)

332.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy

[DPR-pavlin's solution](#)

333.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[DPR-pavlin's solution](#)

334.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

335.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[DPR-pavlin's solution](#)

336.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

337.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: binary search, greedy

[DPR-pavlin's solution](#)

338.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[DPR-pavlin's solution](#)

339.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: binary search, number theory

[DPR-pavlin's solution](#)

340.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[DPR-pavlin's solution](#)

341.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[DPR-pavlin's solution](#)

342.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[DPR-pavlin's solution](#)

343.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings

[DPR-pavlin's solution](#)

344.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[DPR-pavlin's solution](#)

345.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[DPR-pavlin's solution](#)

346.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[DPR-pavlin's solution](#)

347.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[DPR-pavlin's solution](#)

348.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[DPR-pavlin's solution](#)

349.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[DPR-pavlin's solution](#)

350.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[DPR-pavlin's solution](#)

351.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[DPR-pavlin's solution](#)

352.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[DPR-pavlin's solution](#)

353.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[DPR-pavlin's solution](#)

354.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[DPR-pavlin's solution](#)

355.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[DPR-pavlin's solution](#)

356.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[DPR-pavlin's solution](#)

357.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[DPR-pavlin's solution](#)

358.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[DPR-pavlin's solution](#)

359.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[DPR-pavlin's solution](#)

360.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[DPR-pavlin's solution](#)

361.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

362.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: bitmasks, brute force

[DPR-pavlin's solution](#)

363.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[DPR-pavlin's solution](#)

364.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[DPR-pavlin's solution](#)

365.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[DPR-pavlin's solution](#)

366.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DPR-pavlin's solution](#)

367.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[DPR-pavlin's solution](#)

368.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[DPR-pavlin's solution](#)

369.

553B

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Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

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370.

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[DPR-pavlin's solution](#)

371.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[DPR-pavlin's solution](#)

372.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[DPR-pavlin's solution](#)

373.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings

[DPR-pavlin's solution](#)

374.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

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375.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[DPR-pavlin's solution](#)

376.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[DPR-pavlin's solution](#)

377.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[DPR-pavlin's solution](#)

378.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-20 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[DPR-pavlin's solution](#)

379.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[DPR-pavlin's solution](#)

380.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures

[DPR-pavlin's solution](#)

381.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: greedy, sortings

[DPR-pavlin's solution](#)

382.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

383.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

384.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

385.

173C

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Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[DPR-pavlin's solution](#)

386.

158E

[Phone Talks](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

387.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees

[DPR-pavlin's solution](#)

388.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[DPR-pavlin's solution](#)

389.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,154 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[DPR-pavlin's solution](#)

390.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2010-06-24 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

391.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[DPR-pavlin's solution](#)

392.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: implementation, strings

[DPR-pavlin's solution](#)

393.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[DPR-pavlin's solution](#)

394.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[DPR-pavlin's solution](#)

395.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[DPR-pavlin's solution](#)

396.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[DPR-pavlin's solution](#)

397.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[DPR-pavlin's solution](#)

398.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[DPR-pavlin's solution](#)

399.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[DPR-pavlin's solution](#)

400.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[DPR-pavlin's solution](#)

401.

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[DPR-pavlin's solution](#)

402.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[DPR-pavlin's solution](#)

403.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[DPR-pavlin's solution](#)

404.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DPR-pavlin's solution](#)

405.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

406.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

407.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[DPR-pavlin's solution](#)

408.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[DPR-pavlin's solution](#)

409.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[DPR-pavlin's solution](#)

410.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[DPR-pavlin's solution](#)

411.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[DPR-pavlin's solution](#)

412.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-10 · MS C++ (first AC) · Tags: binary search, dp

[DPR-pavlin's solution](#)

413.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: dp, strings

[DPR-pavlin's solution](#)

414.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[DPR-pavlin's solution](#)

415.

341C

[Iahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-09-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[DPR-pavlin's solution](#)

416.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2013-07-16 · GNU C++ (first AC) · Tags: number theory

[DPR-pavlin's solution](#)

417.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp

[DPR-pavlin's solution](#)

418.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings
[DPR-pavlin's solution](#)

419.

308A

[Morning run](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: —
[DPR-pavlin's solution](#)

420.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, dfs and similar, hashing, strings
[DPR-pavlin's solution](#)

421.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: geometry
[DPR-pavlin's solution](#)

422.

2B

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Quality: 12,947 global accepts · Rating: 2000 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: dp, math
[DPR-pavlin's solution](#)

423.

204C

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

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities
[DPR-pavlin's solution](#)

424.

178C3

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Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —
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425.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search
[DPR-pavlin's solution](#)

426.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · GNU C++ (first AC) · Tags: combinatorics, dp
[DPR-pavlin's solution](#)

427.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[DPR-pavlin's solution](#)

428.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: combinatorics, dp
[DPR-pavlin's solution](#)

429.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[DPR-pavlin's solution](#)

430.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings
[DPR-pavlin's solution](#)

431.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: dp, games, math
[DPR-pavlin's solution](#)

432.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp
[DPR-pavlin's solution](#)

433.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings
[DPR-pavlin's solution](#)

434.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[DPR-pavlin's solution](#)

435.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry
[DPR-pavlin's solution](#)

436.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2010-08-16 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[DPR-pavlin's solution](#)

437.

2163D1

[Diadrash \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[DPR-pavlin's solution](#)

438.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[DPR-pavlin's solution](#)

439.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[DPR-pavlin's solution](#)

440.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[DPR-pavlin's solution](#)

441.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[DPR-pavlin's solution](#)

442.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[DPR-pavlin's solution](#)

443.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[DPR-pavlin's solution](#)

444.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[DPR-pavlin's solution](#)

445.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DPR-pavlin's solution](#)

446.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[DPR-pavlin's solution](#)

447.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DPR-pavlin's solution](#)

448.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[DPR-pavlin's solution](#)

449.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[DPR-pavlin's solution](#)

450.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[DPR-pavlin's solution](#)

451.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, geometry

[DPR-pavlin's solution](#)

452.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[DPR-pavlin's solution](#)

453.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[DPR-pavlin's solution](#)

454.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[DPR-pavlin's solution](#)

455.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · last AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[DPR-pavlin's solution](#)

456.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

457.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[DPR-pavlin's solution](#)

458.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

459.

356C

[Compartments](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

460.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[DPR-pavlin's solution](#)

461.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees

[DPR-pavlin's solution](#)

462.

308B

[Context Advertising](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-05-17 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

463.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[DPR-pavlin's solution](#)

464.

269C

[Flawed Flow](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

465.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: geometry, math

[DPR-pavlin's solution](#)

466.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

467.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: sortings, two pointers

[DPR-pavlin's solution](#)

468.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[DPR-pavlin's solution](#)

469.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: binary search, geometry

[DPR-pavlin's solution](#)

470.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[DPR-pavlin's solution](#)

471.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[DPR-pavlin's solution](#)

472.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[DPR-pavlin's solution](#)

473.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[DPR-pavlin's solution](#)

474.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[DPR-pavlin's solution](#)

475.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DPR-pavlin's solution](#)

476.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[DPR-pavlin's solution](#)

477.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[DPR-pavlin's solution](#)

478.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[DPR-pavlin's solution](#)

479.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[DPR-pavlin's solution](#)

480.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[DPR-pavlin's solution](#)

481.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[DPR-pavlin's solution](#)

482.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[DPR-pavlin's solution](#)

483.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[DPR-pavlin's solution](#)

484.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[DPR-pavlin's solution](#)

485.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[DPR-pavlin's solution](#)

486.

657B

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

Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: math

[DPR-pavlin's solution](#)

487.

645E

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

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[DPR-pavlin's solution](#)

488.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[DPR-pavlin's solution](#)

489.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[DPR-pavlin's solution](#)

490.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[DPR-pavlin's solution](#)

491.

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

[DPR-pavlin's solution](#)

492.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[DPR-pavlin's solution](#)

493.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[DPR-pavlin's solution](#)

494.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[DPR-pavlin's solution](#)

495.

364B

[Free Market](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

496.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp

[DPR-pavlin's solution](#)

497.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

498.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: greedy, math

[DPR-pavlin's solution](#)

499.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: brute force, dp, number theory

[DPR-pavlin's solution](#)

500.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[DPR-pavlin's solution](#)

501.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

502.

191E

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

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[DPR-pavlin's solution](#)

503.

51D

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

Quality: 563 global accepts · Rating: 2200 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation

[DPR-pavlin's solution](#)

504.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[DPR-pavlin's solution](#)

505.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[DPR-pavlin's solution](#)

506.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[DPR-pavlin's solution](#)

507.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[DPR-pavlin's solution](#)

508.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[DPR-pavlin's solution](#)

509.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[DPR-pavlin's solution](#)

510.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: chinese remainder theorem, fft, math

[DPR-pavlin's solution](#)

511.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[DPR-pavlin's solution](#)

512.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[DPR-pavlin's solution](#)

513.

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

[DPR-pavlin's solution](#)

514.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[DPR-pavlin's solution](#)

515.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

516.

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

[DPR-pavlin's solution](#)

517.

512C

[Fox And Dinner](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

518.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

519.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · MS C++ (first AC) · Tags: brute force, number theory

[DPR-pavlin's solution](#)

520.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[DPR-pavlin's solution](#)

521.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[DPR-pavlin's solution](#)

522.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · last AC: 2011-09-04 · MS C++ (first AC) · Tags: combinatorics, dp

[DPR-pavlin's solution](#)

523.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[DPR-pavlin's solution](#)

524.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: math

[DPR-pavlin's solution](#)

525.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-08-20 · GNU C++ (first AC) · Tags: binary search

[DPR-pavlin's solution](#)

526.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[DPR-pavlin's solution](#)

527.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[DPR-pavlin's solution](#)

528.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[DPR-pavlin's solution](#)

529.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[DPR-pavlin's solution](#)

530.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[DPR-pavlin's solution](#)

531.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[DPR-pavlin's solution](#)

532.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[DPR-pavlin's solution](#)

533.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[DPR-pavlin's solution](#)

534.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[DPR-pavlin's solution](#)

535.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[DPR-pavlin's solution](#)

536.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[DPR-pavlin's solution](#)

537.

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
[DPR-pavlin's solution](#)

538.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities
[DPR-pavlin's solution](#)

539.

541A

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

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[DPR-pavlin's solution](#)

540.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[DPR-pavlin's solution](#)

541.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings
[DPR-pavlin's solution](#)

542.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math
[DPR-pavlin's solution](#)

543.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures
[DPR-pavlin's solution](#)

544.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[DPR-pavlin's solution](#)

545.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar
[DPR-pavlin's solution](#)

546.

354B

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

Quality: 503 global accepts · Rating: 2400 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[DPR-pavlin's solution](#)

547.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[DPR-pavlin's solution](#)

548.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms
[DPR-pavlin's solution](#)

549.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, trees
[DPR-pavlin's solution](#)

550.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: flows, graphs
[DPR-pavlin's solution](#)

551.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: divide and conquer
[DPR-pavlin's solution](#)

552.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: dp, graphs, matrices
[DPR-pavlin's solution](#)

553.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2010-08-17 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[DPR-pavlin's solution](#)

554.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2010-08-17 · GNU C++ (first AC) · Tags: constructive algorithms
[DPR-pavlin's solution](#)

555.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2010-08-20 · GNU C++ (first AC) · Tags: dp, math, probabilities
[DPR-pavlin's solution](#)

556.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2010-06-28 · GNU C++ (first AC) · Tags: number theory

[DPR-pavlin's solution](#)

557.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[DPR-pavlin's solution](#)

558.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[DPR-pavlin's solution](#)

559.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[DPR-pavlin's solution](#)

560.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[DPR-pavlin's solution](#)

561.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[DPR-pavlin's solution](#)

562.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[DPR-pavlin's solution](#)

563.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[DPR-pavlin's solution](#)

564.

645F

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

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[DPR-pavlin's solution](#)

565.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, math

[DPR-pavlin's solution](#)

566.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: data structures, greedy

[DPR-pavlin's solution](#)

567.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2013-11-10 · MS C++ (first AC) · Tags: combinatorics, dp

[DPR-pavlin's solution](#)

568.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: dp, matrices

[DPR-pavlin's solution](#)

569.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: brute force, data structures

[DPR-pavlin's solution](#)

570.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: data structures

[DPR-pavlin's solution](#)

571.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[DPR-pavlin's solution](#)

572.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[DPR-pavlin's solution](#)

573.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-06-30 · MS C++ (first AC) · Tags: dp, math, matrices

[DPR-pavlin's solution](#)

574.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2010-07-01 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

575.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[DPR-pavlin's solution](#)

576.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[DPR-pavlin's solution](#)

577.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[DPR-pavlin's solution](#)

578.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[DPR-pavlin's solution](#)

579.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[DPR-pavlin's solution](#)

580.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

581.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-25 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[DPR-pavlin's solution](#)

582.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: data structures

[DPR-pavlin's solution](#)

583.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2013-06-26 · GNU C++ (first AC) · Tags: greedy

[DPR-pavlin's solution](#)

584.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2012-07-20 · GNU C++ (first AC) · Tags: geometry

[DPR-pavlin's solution](#)

585.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: math, matrices

[DPR-pavlin's solution](#)

586.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[DPR-pavlin's solution](#)

587.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[DPR-pavlin's solution](#)

588.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[DPR-pavlin's solution](#)

589.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[DPR-pavlin's solution](#)

590.

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[DPR-pavlin's solution](#)

591.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[DPR-pavlin's solution](#)

592.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: combinatorics, dp

[DPR-pavlin's solution](#)

593.

293D

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

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · MS C++ (first AC) · Tags: geometry, math, probabilities, two pointers

[DPR-pavlin's solution](#)

594.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: flows

[DPR-pavlin's solution](#)

595.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[DPR-pavlin's solution](#)

596.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[DPR-pavlin's solution](#)

597.

794F

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

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · last AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DPR-pavlin's solution](#)

598.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[DPR-pavlin's solution](#)

599.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2013-07-16 · GNU C++ (first AC) · Tags: dp

[DPR-pavlin's solution](#)

600.

724E

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

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[DPR-pavlin's solution](#)

601.

671D

[Roads in Yusland](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

602.

623C

[Electric Charges](#) · [Tutorial](#)

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

[DPR-pavlin's solution](#)

603.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: brute force, math, probabilities

[DPR-pavlin's solution](#)

604.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2013-09-09 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[DPR-pavlin's solution](#)

605.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2010-07-01 · MS C++ (first AC) · Tags: strings

[DPR-pavlin's solution](#)

606.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[DPR-pavlin's solution](#)

607.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: dp, sortings

[DPR-pavlin's solution](#)

608.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: dp, sortings

[DPR-pavlin's solution](#)

609.

341E

[Candies Game · Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[DPR-pavlin's solution](#)

610.

790E

[Bear and Isomorphic Points · Tutorial](#)

Rating: 3300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[DPR-pavlin's solution](#)

611.

101638B

[B\\$Dor@ =C :C @D\\$5](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[DPR-pavlin's solution](#)

612.

101638C

[AäGCT=DÂ AC#>D >D BCÔ>C' BD 0CÄ2C 9](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[DPR-pavlin's solution](#)

613.

101638D

[Aö×DIB CT?CT=CÔ>D BDÀ](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[DPR-pavlin's solution](#)

614.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[DPR-pavlin's solution](#)

615.

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special
[DPR-pavlin's solution](#)

616.

1275F

[B,,0D4C,,@ Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive
[DPR-pavlin's solution](#)

617.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[DPR-pavlin's solution](#)

618.

1275A

[B IDKØ\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[DPR-pavlin's solution](#)

619.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —
[DPR-pavlin's solution](#)

620.

100133H

[Bd8C#C,,GCTAC#8CR ACD2C,,3C€](#)

Rating: — · first AC: 2016-08-14 · last AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

621.

100133I

[A#x0DAD\\$@Cä:C€](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

622.

100133F

[LCP ÇDÏDòrAD4DDD8C#ACÔ>C4> CÄ0D AC,,2C](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

623.

100133C

[B @Cr2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: —

[DPR-pavlin's solution](#)

624.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

625.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

626.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

627.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

628.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

629.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-07 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

630.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

631.

100274G

[Security Zone](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

632.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

633.

100274C

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

Rating: — · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

634.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

635.

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

636.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

637.

100274F

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

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

638.

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

639.

100274A

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

Rating: — · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

640.

100009B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-12 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

641.

100009E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-12 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

642.

100009D

[D · Tutorial](#)

Rating: — · first AC: 2014-03-12 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

643.

100009A

[A · Tutorial](#)

Rating: — · first AC: 2014-03-12 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

644.

100009C

[C · Tutorial](#)

Rating: — · first AC: 2014-03-12 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

645.

100341A

[Agrarian Reform · Tutorial](#)

Rating: — · first AC: 2014-03-11 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

646.

100341C

[AVL Trees · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

647.

100341I

[Hungry Queen 2 · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

648.

100341D

[Block Edit Distance · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

649.

100341F

[Independent Set · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

650.

100341E

[Cryptography · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

651.

100341H

[Perfect Lodging · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

652.

100341J

[Trip Expenses · Tutorial](#)

Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: —

[DPR-pavlin's solution](#)

653.

100203F

[Find the sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

654.

100203D

[Different vectors](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

655.

100203A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

656.

100203I

[IWIN](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

657.

100203E

[bits-Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

658.

100203G

[Good elements](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

659.

100203H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: —
[DPR-pavlin's solution](#)

660.

100069G

[Garbling Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · Java 7 (first AC) · Tags: —
[DPR-pavlin's solution](#)

661.

100069J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —
[DPR-pavlin's solution](#)

662.

100069F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —
[DPR-pavlin's solution](#)

663.

100069I

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —
[DPR-pavlin's solution](#)

664.

100069D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

665.

100069B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

666.

100069H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

667.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

668.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

669.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

670.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

671.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

672.

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

673.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

674.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

675.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

676.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

677.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

678.

100283J

[Anniversary Gift](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

679.

100283L

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

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

680.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

681.

100283I

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

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

682.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

683.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

684.

100283A

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

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

685.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

686.

100291E

[Stampede!](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · last AC: 2013-11-20 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

687.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

688.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

689.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

690.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

691.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-20 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

692.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

693.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

694.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

695.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

696.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

697.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

698.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

699.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

700.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

701.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-27 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

702.

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

703.

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

704.

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

705.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

706.

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

707.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · last AC: 2013-08-08 · MS C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

708.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

709.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

710.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

711.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

712.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

713.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

714.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

715.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

716.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-11 · last AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

717.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

718.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · last AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

719.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

720.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

721.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

722.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

723.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

724.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

725.

100199D

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

Rating: — · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

726.

100048C

[K Smallest Sums](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

727.

100012D

[Mars Rover](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

728.

100012E

[Rabbit Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

729.

100012C

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

730.

100012A

[Drawing Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-21 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

731.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

732.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

733.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

734.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)

735.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-01-19 · GNU C++ (first AC) · Tags: —

[DPR-pavlin's solution](#)