

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Dance Of Faith

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

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

Filters: none

Count: 568

- 1.**  
1130A  
[Be Positive](#) · [Tutorial](#)  
Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-08 · Python 3 (first AC) · Tags: implementation  
[Dance Of Faith's solution](#)
- 2.**  
1131A  
[Sea Battle](#) · [Tutorial](#)  
Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Dance Of Faith's solution](#)
- 3.**  
1114A  
[Got Any Grapes?](#) · [Tutorial](#)  
Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Dance Of Faith's solution](#)
- 4.**  
1060A  
[Phone Numbers](#) · [Tutorial](#)  
Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force  
[Dance Of Faith's solution](#)
- 5.**  
1058A  
[In Search of an Easy Problem](#) · [Tutorial](#)  
Rating: 800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation  
[Dance Of Faith's solution](#)
- 6.**  
1041A  
[Heist](#) · [Tutorial](#)  
Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[Dance Of Faith's solution](#)
- 7.**  
1028A  
[Find Square](#) · [Tutorial](#)  
Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: implementation  
[Dance Of Faith's solution](#)
- 8.**  
1006A  
[Adjacent Replacements](#) · [Tutorial](#)  
Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Dance Of Faith's solution](#)
- 9.**  
1015A  
[Points in Segments](#) · [Tutorial](#)  
Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Dance Of Faith's solution](#)
- 10.**  
617A  
[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance Of Faith's solution](#)

**11.**

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance Of Faith's solution](#)

**12.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**13.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: games, math

[Dance Of Faith's solution](#)

**14.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**15.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,814 global accepts · Rating: 800 · first AC: 2018-04-06 · Java 8 (first AC) · Tags: brute force, math

[Dance Of Faith's solution](#)

**16.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**17.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dance Of Faith's solution](#)

**18.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dance Of Faith's solution](#)

**19.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**20.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**21.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**22.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

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

[Dance\\_Of\\_Faith's solution](#)

**23.**

731A

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

Quality: 53,207 global accepts · Rating: 800 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**24.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**25.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, trees

[Dance\\_Of\\_Faith's solution](#)

**26.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-25 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**27.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Dance\\_Of\\_Faith's solution](#)

**28.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Dance\\_Of\\_Faith's solution](#)

**29.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Dance\\_Of\\_Faith's solution](#)

**30.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**31.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**32.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**33.**

820A

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

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

[Dance\\_Of\\_Faith's solution](#)

**34.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Dance\\_Of\\_Faith's solution](#)

**35.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**36.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**37.**

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**38.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**39.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Dance\\_Of\\_Faith's solution](#)

**40.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**41.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: math, sortings

[Dance\\_Of\\_Faith's solution](#)

**42.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**43.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**44.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**45.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**46.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dance\\_Of\\_Faith's solution](#)

**47.**

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**48.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**49.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**50.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[Dance\\_Of\\_Faith's solution](#)

**51.**

1058B

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

Rating: 1100 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: geometry

[Dance\\_Of\\_Faith's solution](#)

**52.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[Dance\\_Of\\_Faith's solution](#)

**53.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Dance\\_Of\\_Faith's solution](#)

**54.**

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2018-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dance\\_Of\\_Faith's solution](#)

**55.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Dance\\_Of\\_Faith's solution](#)

**56.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**57.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**58.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**59.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**60.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Dance\\_Of\\_Faith's solution](#)

**61.**

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-07 · PHP (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**62.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Dance\\_Of\\_Faith's solution](#)

**63.**

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Dance\\_Of\\_Faith's solution](#)

**64.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Dance\\_Of\\_Faith's solution](#)

**65.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Dance\\_Of\\_Faith's solution](#)

**66.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Dance\\_Of\\_Faith's solution](#)

**67.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Dance\\_Of\\_Faith's solution](#)

**68.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dance\\_Of\\_Faith's solution](#)

**69.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Dance\\_Of\\_Faith's solution](#)

**70.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Dance\\_Of\\_Faith's solution](#)

**71.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**72.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**73.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dance\\_Of\\_Faith's solution](#)

**74.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**75.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dance\\_Of\\_Faith's solution](#)

**76.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation

[Dance Of Faith's solution](#)

**77.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dance Of Faith's solution](#)

**78.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[Dance Of Faith's solution](#)

**79.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: sortings

[Dance Of Faith's solution](#)

**80.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Dance Of Faith's solution](#)

**81.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**82.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: \*special, strings

[Dance Of Faith's solution](#)

**83.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Dance Of Faith's solution](#)

**84.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force

[Dance Of Faith's solution](#)

**85.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Dance Of Faith's solution](#)

**86.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**87.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Dance\\_Of\\_Faith's solution](#)

**88.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[Dance\\_Of\\_Faith's solution](#)

**89.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**90.**

1063A

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

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

[Dance\\_Of\\_Faith's solution](#)

**91.**

1058C

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

Rating: 1300 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**92.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**93.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**94.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Dance\\_Of\\_Faith's solution](#)

**95.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**96.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Dance\\_Of\\_Faith's solution](#)

**97.**

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Dance\\_Of\\_Faith's solution](#)

**98.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Dance\\_Of\\_Faith's solution](#)

**99.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Dance\\_Of\\_Faith's solution](#)

**100.**

716B

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

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Dance\\_Of\\_Faith's solution](#)

**101.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Dance\\_Of\\_Faith's solution](#)

**102.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**103.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dance\\_Of\\_Faith's solution](#)

**104.**

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: \*special, brute force

[Dance\\_Of\\_Faith's solution](#)

**105.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**106.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**107.**

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[Dance\\_Of\\_Faith's solution](#)

**108.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Dance\\_Of\\_Faith's solution](#)

**109.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math

[Dance\\_Of\\_Faith's solution](#)

**110.**

958A1

[Death Stars \(easy\) · Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[Dance\\_Of\\_Faith's solution](#)

**111.**

954B

[String Typing · Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dance\\_Of\\_Faith's solution](#)

**112.**

929A

[A@Ca!C B C\\$5C^>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[Dance\\_Of\\_Faith's solution](#)

**113.**

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Dance\\_Of\\_Faith's solution](#)

**114.**

816B

[Karen and Coffee · Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Dance\\_Of\\_Faith's solution](#)

**115.**

402B

[Trees in a Row · Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dance\\_Of\\_Faith's solution](#)

**116.**

614B

[Gena's Code · Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dance\\_Of\\_Faith's solution](#)

**117.**

1010A

[Fly · Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2022-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Dance\\_Of\\_Faith's solution](#)

**118.**

1119C

[Ramesses and Corner Inversion · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dance\\_Of\\_Faith's solution](#)

**119.**

854C

[Planning · Tutorial](#)

Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**120.**

1114B

[Yet Another Array Partitioning Task · Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Dance Of Faith's solution](#)

## 121.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Dance Of Faith's solution](#)

## 122.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

## 123.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Dance Of Faith's solution](#)

## 124.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Dance Of Faith's solution](#)

## 125.

959C

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

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Dance Of Faith's solution](#)

## 126.

977E

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

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Dance Of Faith's solution](#)

## 127.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: greedy

[Dance Of Faith's solution](#)

## 128.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Dance Of Faith's solution](#)

## 129.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: dp

[Dance Of Faith's solution](#)

## 130.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**131.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Dance Of Faith's solution](#)

**132.**

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Dance Of Faith's solution](#)

**133.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Dance Of Faith's solution](#)

**134.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Dance Of Faith's solution](#)

**135.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · last AC: 2022-12-08 · GNU C++ (first AC) · Tags: geometry, implementation, sortings

[Dance Of Faith's solution](#)

**136.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Dance Of Faith's solution](#)

**137.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Dance Of Faith's solution](#)

**138.**

956B

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

Rating: 1600 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Dance Of Faith's solution](#)

**139.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[Dance Of Faith's solution](#)

**140.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Dance Of Faith's solution](#)

**141.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, strings

[Dance Of Faith's solution](#)

**142.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Dance Of Faith's solution](#)

**143.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Dance Of Faith's solution](#)

**144.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Dance Of Faith's solution](#)

**145.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Dance Of Faith's solution](#)

**146.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Dance Of Faith's solution](#)

**147.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Dance Of Faith's solution](#)

**148.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dance Of Faith's solution](#)

**149.**

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Dance Of Faith's solution](#)

**150.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dance Of Faith's solution](#)

**151.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Dance Of Faith's solution](#)

**152.**

967C

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search

[Dance Of Faith's solution](#)

**153.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, math

[Dance Of Faith's solution](#)

**154.**

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Dance Of Faith's solution](#)

**155.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Dance Of Faith's solution](#)

**156.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Dance Of Faith's solution](#)

**157.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dance Of Faith's solution](#)

**158.**

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[Dance Of Faith's solution](#)

**159.**

376C

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

Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dance Of Faith's solution](#)

**160.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Dance Of Faith's solution](#)

**161.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dance Of Faith's solution](#)

**162.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Dance Of Faith's solution](#)

**163.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Dance Of Faith's solution](#)

**164.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Dance Of Faith's solution](#)

**165.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Dance Of Faith's solution](#)

**166.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Dance Of Faith's solution](#)

**167.**

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**168.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Dance Of Faith's solution](#)

**169.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Dance Of Faith's solution](#)

**170.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Dance Of Faith's solution](#)

**171.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Dance Of Faith's solution](#)

**172.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dance Of Faith's solution](#)

**173.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, greedy, math

[Dance Of Faith's solution](#)

**174.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Dance Of Faith's solution](#)

**175.**

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: dp

[Dance Of Faith's solution](#)

**176.**

950D

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

Rating: 1700 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Dance Of Faith's solution](#)

**177.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: dp

[Dance Of Faith's solution](#)

**178.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**179.**

967D

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, sortings

[Dance Of Faith's solution](#)

**180.**

897C

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

Rating: 1700 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Dance Of Faith's solution](#)

**181.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation

[Dance Of Faith's solution](#)

**182.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Dance Of Faith's solution](#)

**183.**

1732C1

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

Quality: 7,572 global accepts · Rating: 1800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Dance Of Faith's solution](#)

**184.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[Dance Of Faith's solution](#)

**185.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dance Of Faith's solution](#)

**186.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Dance Of Faith's solution](#)

**187.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Dance Of Faith's solution](#)

**188.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Dance Of Faith's solution](#)

**189.**

1053A

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

Rating: 1800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: geometry

[Dance Of Faith's solution](#)

**190.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[Dance Of Faith's solution](#)

**191.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Dance Of Faith's solution](#)

**192.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[Dance Of Faith's solution](#)

**193.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Dance Of Faith's solution](#)

**194.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Dance Of Faith's solution](#)

**195.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Dance Of Faith's solution](#)

**196.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[Dance Of Faith's solution](#)

**197.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Dance Of Faith's solution](#)

**198.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: brute force, math

[Dance Of Faith's solution](#)

**199.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: binary search, two pointers

[Dance Of Faith's solution](#)

**200.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Dance Of Faith's solution](#)

**201.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-25 · last AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dance Of Faith's solution](#)

**202.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Dance Of Faith's solution](#)

**203.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

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**204.**

1117C

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**205.**

512B

[Fox And Jumping](#) · [Tutorial](#)

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**206.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**207.**

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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**208.**

1071B

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**209.**

1063C

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**210.**

1060D

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**211.**

1015E2

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**212.**

950E

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**213.**

1017D

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**214.**

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**215.**

1012B

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**216.**

294C

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**217.**

510D

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**218.**

959E

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**219.**

959D

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846D

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**221.**

928D

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**222.**

893D

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**223.**

832D

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**224.**

614D

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**225.**

614C

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**226.**

820D

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**227.**

1129B

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**228.**

1131D

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**229.**

1083B

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**230.**

1057C

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**231.**

1060E

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**232.**

1053B

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**233.**

776D

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1029F

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**235.**

893E

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**236.**

1019B

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**237.**

1011F

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**238.**

1009E

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**239.**

514D

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**241.**

911E

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**244.**

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**245.**

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**246.**

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**247.**

920F

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**248.**

897D

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446B

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787C

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556D

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1117D

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1029E

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1025D

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212C

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28C

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**268.**

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**269.**

538F

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**273.**

165E

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967E

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**275.**

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**276.**

958E2

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815B

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1131E

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1042E

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1015F

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713C

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1009F

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**288.**

512C

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**289.**

294E

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**290.**

846E

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**291.**

403D

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**292.**

787D

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**293.**

716D

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**294.**

1137D

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1129C

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**296.**

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**297.**

1114F

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1107G

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1042F

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867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: data structures, greedy

[Dance Of Faith's solution](#)

**302.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing

[Dance Of Faith's solution](#)

**303.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Dance Of Faith's solution](#)

**304.**

674C

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

Rating: 2400 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Dance Of Faith's solution](#)

**305.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Dance Of Faith's solution](#)

**306.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Dance Of Faith's solution](#)

**307.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Dance Of Faith's solution](#)

**308.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Dance Of Faith's solution](#)

**309.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Dance Of Faith's solution](#)

**310.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Dance Of Faith's solution](#)

### 311.

914E

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

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Dance Of Faith's solution](#)

### 312.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Dance Of Faith's solution](#)

### 313.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Dance Of Faith's solution](#)

### 314.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Dance Of Faith's solution](#)

### 315.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Dance Of Faith's solution](#)

### 316.

447E

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

Rating: 2400 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Dance Of Faith's solution](#)

### 317.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Dance Of Faith's solution](#)

### 318.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Dance Of Faith's solution](#)

### 319.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Dance Of Faith's solution](#)

### 320.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Dance Of Faith's solution](#)

**321.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Dance Of Faith's solution](#)

**322.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Dance Of Faith's solution](#)

**323.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Dance Of Faith's solution](#)

**324.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math

[Dance Of Faith's solution](#)

**325.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dsu

[Dance Of Faith's solution](#)

**326.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures

[Dance Of Faith's solution](#)

**327.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Dance Of Faith's solution](#)

**328.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Dance Of Faith's solution](#)

**329.**

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[Dance Of Faith's solution](#)

**330.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-05-05 · last AC: 2018-05-05 · GNU C++11 (first AC) · Tags: data structures

[Dance Of Faith's solution](#)

**331.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Dance\\_Of\\_Faith's solution](#)

**332.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-18 · last AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Dance\\_Of\\_Faith's solution](#)

**333.**

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Dance\\_Of\\_Faith's solution](#)

**334.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Dance\\_Of\\_Faith's solution](#)

**335.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Dance\\_Of\\_Faith's solution](#)

**336.**

967F

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Dance\\_Of\\_Faith's solution](#)

**337.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Dance\\_Of\\_Faith's solution](#)

**338.**

897E

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-08-15 · last AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Dance\\_Of\\_Faith's solution](#)

**339.**

536C

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

Rating: 2600 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Dance\\_Of\\_Faith's solution](#)

**340.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[Dance\\_Of\\_Faith's solution](#)

**341.**

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[Dance\\_Of\\_Faith's solution](#)

**342.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[Dance Of Faith's solution](#)

**343.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-22 · last AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Dance Of Faith's solution](#)

**344.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures

[Dance Of Faith's solution](#)

**345.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: math

[Dance Of Faith's solution](#)

**346.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-08-21 · last AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Dance Of Faith's solution](#)

**347.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings

[Dance Of Faith's solution](#)

**348.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Dance Of Faith's solution](#)

**349.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Dance Of Faith's solution](#)

**350.**

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2019-01-01 · last AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[Dance Of Faith's solution](#)

**351.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Dance Of Faith's solution](#)

**352.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

strings, trees

[Dance Of Faith's solution](#)

**353.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2017-08-10 · last AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Dance Of Faith's solution](#)

**354.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Dance Of Faith's solution](#)

**355.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: math

[Dance Of Faith's solution](#)

**356.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: brute force

[Dance Of Faith's solution](#)

**357.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2017-07-28 · last AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Dance Of Faith's solution](#)

**358.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[Dance Of Faith's solution](#)

**359.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: dp, interactive

[Dance Of Faith's solution](#)

**360.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Dance Of Faith's solution](#)

**361.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Dance Of Faith's solution](#)

**362.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[Dance Of Faith's solution](#)

**363.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Dance Of Faith's solution](#)

**364.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Dance Of Faith's solution](#)

**365.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-03 · last AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Dance Of Faith's solution](#)

**366.**

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Dance Of Faith's solution](#)

**367.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Dance Of Faith's solution](#)

**368.**

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**369.**

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**370.**

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**371.**

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**372.**

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**373.**

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**374.**

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**375.**

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**376.**

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**377.**

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**378.**

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**379.**

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**380.**

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**381.**

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**382.**

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**383.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance Of Faith's solution](#)

**384.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**385.**

101667H

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

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**386.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**387.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**388.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**389.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**390.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**391.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**392.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**393.**

102059C

[Dstory](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**394.**

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**395.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · last AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**396.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**397.**

101864G

[GCD and LCM of 3 numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**398.**

101864B

[A Leap of faith](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**399.**

101864F

[Football Free Kick](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**400.**

101864H

[Little T2 and Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**401.**

101864I

[Marbelous Meena](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**402.**

101864K

[Ray Ray Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**403.**

101864J

[Non Super Boring Substring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**404.**

101864L

[School Reunion](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**405.**

101864A

[A Criminal](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**406.**

101864M

[TFF](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**407.**

101864D

[Beauty and The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

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**408.**

101864C

[BACS, Scoundrel Shopkeeper and Contiguous Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

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**409.**

101864E

[Diverse Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**410.**

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**411.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**412.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**413.**

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**414.**

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**415.**

101741K

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

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**416.**

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**417.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**418.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**419.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**420.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**421.**

101981E

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**422.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**423.**

101981M

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**424.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**425.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**426.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**427.**

101981A

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**428.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**429.**

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**430.**

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**431.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**432.**

101142I

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**433.**

101142C

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**434.**

101142G

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**435.**

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**436.**

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**437.**

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**438.**

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**439.**

102059F

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

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**440.**

102059I

[Game on Plane](#) · Tutorial

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**441.**

102059H

[Fractions](#) · Tutorial

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**442.**

102059L

[Timsort](#) · Tutorial

Rating: — · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**443.**

102056J

[Philosophical ... Balance](#) · Tutorial

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**444.**

101670K

[Treetop Walkway](#) · Tutorial

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**445.**

101239G

[Pipe Stream](#) · Tutorial

Rating: — · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**446.**

101653V

[Towers](#) · Tutorial

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**447.**

101653S

[Ranked Choice](#) · Tutorial

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**448.**

101653T

[Runes](#) · Tutorial

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**449.**

101653Q

[Number Game](#) · Tutorial

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**450.**

101653X

[Wrench](#) · Tutorial

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**451.**

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**452.**

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**453.**

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**454.**

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**455.**

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**456.**

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**457.**

100942J

[Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**458.**

100942I

[Manhattan Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**459.**

100942C

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**460.**

100942F

[GCD and LCM](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**461.**

100942H

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**462.**

100942M

[The smallest fraction](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**463.**

100942G

[Pots](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**464.**

101291C

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**465.**

101291J

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**466.**

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**467.**

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**468.**

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**469.**

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**470.**

101291H

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**471.**

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**472.**

101291M

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**473.**

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**474.**

101291D

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**475.**

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**476.**

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**477.**

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**478.**

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**479.**

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**480.**

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**481.**

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**482.**

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**483.**

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**484.**

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**485.**

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**486.**

101853J

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

Rating: — · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**487.**

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**488.**

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**489.**

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**490.**

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**491.**

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**492.**

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**493.**

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**494.**

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**495.**

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**496.**

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**497.**

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**498.**

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**499.**

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**500.**

101652X

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

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**501.**

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**502.**

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**503.**

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**504.**

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**505.**

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**506.**

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**507.**

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**508.**

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**509.**

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**510.**

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**511.**

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**512.**

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**513.**

100155C

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

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**514.**

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**515.**

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**516.**

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**517.**

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**518.**

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**519.**

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**520.**

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**521.**

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**522.**

101375K

[MaratonIME bot](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**523.**

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

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**524.**

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

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**525.**

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

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**526.**

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**527.**

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

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**528.**

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**529.**

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**530.**

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**531.**

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**532.**

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**533.**

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**534.**

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

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**535.**

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**536.**

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**537.**

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**538.**

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**539.**

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**540.**

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

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**541.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**542.**

101612L

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

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**543.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

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**544.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**545.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**546.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**547.**

101612A

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**548.**

101201B

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**549.**

101201G

[Maximum Islands](#) · [Tutorial](#)

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[Dance\\_Of\\_Faith's solution](#)

**550.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**551.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**552.**

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**553.**

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**554.**

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**555.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**556.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**557.**

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**558.**

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

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**559.**

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**560.**

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**561.**

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**562.**

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**563.**

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**564.**

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**565.**

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**566.**

101606A

[Alien Sunset](#) · [Tutorial](#)

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[Dance\\_Of\\_Faith's solution](#)

**567.**

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Dance\\_Of\\_Faith's solution](#)

**568.**

101606J

[Just A Minim](#) · [Tutorial](#)

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