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Unique solved — Dmitriy.Belichenko

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

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Filters: none

Count: 1,050

1.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: [bitmasks](#), [greedy](#)

[Dmitriy.Belichenko's solution](#)

2.

1574A

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

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3.

1560A

[Dislike of Threes](#) · [Tutorial](#)

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4.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

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5.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

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6.

1554A

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Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

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7.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

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8.

1527A

[And Then There Were K](#) · [Tutorial](#)

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9.

71A

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

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10.

1509A

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11.

1514A

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12.

1516A

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Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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13.

1517A

[Sum of 2050](#) · [Tutorial](#)

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14.

1504A

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15.

1436A

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16.

615A

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17.

1284A

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18.

1080A

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Quality: 19,176 global accepts · Rating: 800 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math
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19.

1064A

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20.

1093A

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21.

1065A

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22.

1005A

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23.

1003A

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24.

431A

[Black Square](#) · [Tutorial](#)

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25.

711A

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26.

509A

[Maximum in Table](#) · [Tutorial](#)

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27.

581A

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28.

200B

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29.

677A

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30.

344A

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31.

136A

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32.

263A

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33.

1146A

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34.

959A

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

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35.

1154A

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36.

791A

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37.

996A

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38.

1030A

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39.

1148A

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40.

977A

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41.

1139A

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42.

1102A

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43.

1095A

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44.

1097A

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45.

1088A

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46.

1096A

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47.

1056A

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48.

1043A

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49.

1054A

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50.

1028A

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51.

112A

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52.

110A

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53.

472A

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54.

617A

[Elephant](#) · [Tutorial](#)

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55.

486A

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56.

148A

[Insomnia cure](#) · [Tutorial](#)

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57.

546A

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58.

50A

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59.

4A

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60.

918A

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61.

952A

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62.

946A

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63.

937A

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64.

935A

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65.

939A

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66.

938A

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67.

707A

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68.

467A

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

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69.

912A

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70.

908A

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71.

898A

[Rounding](#) · [Tutorial](#)

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72.

900A

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73.

897A

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74.

894A

[QAQ](#) · [Tutorial](#)

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75.

888A

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76.

884A

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77.

731A

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78.

867A

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79.

855A

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80.

859A

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81.

854A

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82.

851A

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83.

796A

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84.

831B

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85.

832A

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86.

822A

[I'm bored with life](#) · [Tutorial](#)

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87.

835A

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88.

818A

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89.

821A

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90.

721A

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91.

705A

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92.

716A

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93.

811A

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94.

426A

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95.

794A

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96.

202A

[LLPS](#) · [Tutorial](#)

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97.

688A

[Opponents](#) · [Tutorial](#)

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98.

785A

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99.

770A

[New Password](#) · [Tutorial](#)

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100.

782A

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

[Dmitriy.Belichenko's solution](#)

101.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · Java 8 (first AC) · Tags: *special, implementation, sortings

[Dmitriy.Belichenko's solution](#)

102.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Dmitriy.Belichenko's solution](#)

103.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

104.

758A

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

Quality: 75,307 global accepts · Rating: 800 · first AC: 2017-01-19 · MS C++ (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

105.

755A

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

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

[Dmitriy.Belichenko's solution](#)

106.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2017-01-02 · Java 8 (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

107.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

108.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2016-12-19 · MS C++ (first AC) · Tags: greedy, implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

109.

747A

[Display Size](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

110.

734B

[Anton and Digits](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

111.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,551 global accepts · Rating: 800 · first AC: 2016-11-15 · MS C++ (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

112.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,839 global accepts · Rating: 800 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Dmitriy.Belichenko's solution](#)

113.

710A

[King Moves](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

114.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

115.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

116.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

117.

1110A

[Parity](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

118.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

119.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Dmitriy.Belichenko's solution](#)

120.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

121.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,118 global accepts · Rating: 900 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

122.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

123.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

124.

914A

[Perfect Squares](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

125.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

126.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

127.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

128.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

129.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

130.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,574 global accepts · Rating: 900 · first AC: 2017-10-26 · Java 8 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

131.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dmitriy.Belichenko's solution](#)

132.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

133.

841A

[Generous Kefa](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

134.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

135.

729A

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

Quality: 8,096 global accepts · Rating: 900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

136.

820A

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

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

[Dmitriy.Belichenko's solution](#)

137.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · last AC: 2017-06-07 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Dmitriy.Belichenko's solution](#)

138.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

139.

808A

[Lucky Year](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

140.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

141.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2017-05-05 · last AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Dmitriy.Belichenko's solution](#)

142.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

143.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

144.

768A

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

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

[Dmitriy.Belichenko's solution](#)

145.

765A

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

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

[Dmitriy.Belichenko's solution](#)

146.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2017-01-02 · Java 8 (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

147.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2016-12-29 · Java 8 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

148.

747B

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

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

[Dmitriy.Belichenko's solution](#)

149.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · MS C++ (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

150.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Dmitriy.Belichenko's solution](#)

151.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

152.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,941 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Dmitriy.Belichenko's solution](#)

153.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

154.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

155.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

156.

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Dmitriy.Belichenko's solution](#)

157.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1000 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

158.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,474 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

159.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-01-06 · Python 3 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

160.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

161.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

162.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

163.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Dmitriy.Belichenko's solution](#)

164.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · PyPy 3 (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

165.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

166.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,285 global accepts · Rating: 1000 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

167.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,378 global accepts · Rating: 1000 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

168.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

169.

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

170.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Dmitriy.Belichenko's solution](#)

171.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

172.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Dmitriy.Belichenko's solution](#)

173.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

174.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

175.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-24 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[Dmitriy.Belichenko's solution](#)

176.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dmitriy.Belichenko's solution](#)

177.

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

[Dmitriy.Belichenko's solution](#)

178.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

179.

859B

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

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

[Dmitriy.Belichenko's solution](#)

180.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

181.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Dmitriy.Belichenko's solution](#)

182.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

183.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dmitriy.Belichenko's solution](#)

184.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

185.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Dmitriy.Belichenko's solution](#)

186.

816A

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

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

[Dmitriy.Belichenko's solution](#)

187.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Dmitriy.Belichenko's solution](#)

188.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

189.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

190.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Dmitriy.Belichenko's solution](#)

191.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2017-03-31 · Java 8 (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

192.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

193.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

194.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

195.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Dmitriy.Belichenko's solution](#)

196.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Dmitriy.Belichenko's solution](#)

197.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[Dmitriy.Belichenko's solution](#)

198.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Dmitriy.Belichenko's solution](#)

199.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: implementation
[Dmitriy.Belichenko's solution](#)

200.

742A

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

Quality: 51,986 global accepts · Rating: 1000 · first AC: 2016-12-06 · MS C++ (first AC) · Tags: implementation, math, number theory
[Dmitriy.Belichenko's solution](#)

201.

732B

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

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: dp, greedy
[Dmitriy.Belichenko's solution](#)

202.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: implementation
[Dmitriy.Belichenko's solution](#)

203.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation
[Dmitriy.Belichenko's solution](#)

204.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1100 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Dmitriy.Belichenko's solution](#)

205.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[Dmitriy.Belichenko's solution](#)

206.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Dmitriy.Belichenko's solution](#)

207.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Dmitriy.Belichenko's solution](#)

208.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Dmitriy.Belichenko's solution](#)

209.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Dmitriy.Belichenko's solution](#)

210.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Dmitriy.Belichenko's solution](#)

211.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[Dmitriy.Belichenko's solution](#)

212.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Dmitriy.Belichenko's solution](#)

213.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Dmitriy.Belichenko's solution](#)

214.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Dmitriy.Belichenko's solution](#)

215.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,855 global accepts · Rating: 1100 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[Dmitriy.Belichenko's solution](#)

216.

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[Dmitriy.Belichenko's solution](#)

217.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[Dmitriy.Belichenko's solution](#)

218.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Dmitriy.Belichenko's solution](#)

219.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

220.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

221.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Dmitriy.Belichenko's solution](#)

222.

869B

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

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

223.

869A

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

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

[Dmitriy.Belichenko's solution](#)

224.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

225.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[Dmitriy.Belichenko's solution](#)

226.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

227.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · Java 8 (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

228.

841B

[Godsend](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

229.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

230.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-06-14 · Delphi (first AC) · Tags: brute force

[Dmitriy.Belichenko's solution](#)

231.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Dmitriy.Belichenko's solution](#)

232.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Dmitriy.Belichenko's solution](#)

233.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

234.

799A

[Carrot Cakes](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

235.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,794 global accepts · Rating: 1100 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Dmitriy.Belichenko's solution](#)

236.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

237.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-28 · last AC: 2017-03-28 · GNU C++11 (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

238.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[Dmitriy.Belichenko's solution](#)

239.

785B

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

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2017-03-15 · Java 8 (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

240.

765B

[Code obfuscation](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

241.

758B

[Blown Garland](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

242.

755B

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

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

[Dmitriy.Belichenko's solution](#)

243.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · MS C++ (first AC) · Tags: greedy, number theory, sortings

[Dmitriy.Belichenko's solution](#)

244.

733B

[Parade](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

245.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,331 global accepts · Rating: 1200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

246.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

247.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

248.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Dmitriy.Belichenko's solution](#)

249.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,483 global accepts · Rating: 1200 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

250.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Dmitriy.Belichenko's solution](#)

251.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

252.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 1200 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Dmitriy.Belichenko's solution](#)

253.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1200 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

254.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

255.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Dmitriy.Belichenko's solution](#)

256.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Dmitriy.Belichenko's solution](#)

257.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Dmitriy.Belichenko's solution](#)

258.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[Dmitriy.Belichenko's solution](#)

259.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2019-01-07 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

260.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-01-07 · PyPy 3 (first AC) · Tags: greedy, strings

[Dmitriy.Belichenko's solution](#)

261.

1097B

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

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Dmitriy.Belichenko's solution](#)

262.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

263.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

264.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

265.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-18 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, implementation

[Dmitriy.Belichenko's solution](#)

266.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

267.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

268.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dmitriy.Belichenko's solution](#)

269.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Dmitriy.Belichenko's solution](#)

270.

960A

[Check the string](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

271.

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Dmitriy.Belichenko's solution](#)

272.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Dmitriy.Belichenko's solution](#)

273.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Dmitriy.Belichenko's solution](#)

274.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

275.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

276.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Dmitriy.Belichenko's solution](#)

277.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

278.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

279.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

280.

462C

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

Rating: 1200 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

281.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Dmitriy.Belichenko's solution](#)

282.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

283.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

284.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[Dmitriy.Belichenko's solution](#)

285.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dmitriy.Belichenko's solution](#)

286.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

287.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Dmitriy.Belichenko's solution](#)

288.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

289.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

290.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · Java 8 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

291.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[Dmitriy.Belichenko's solution](#)

292.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

293.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

294.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[Dmitriy.Belichenko's solution](#)

295.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Dmitriy.Belichenko's solution](#)

296.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 1200 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Dmitriy.Belichenko's solution](#)

297.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Dmitriy.Belichenko's solution](#)

298.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · MS C++ (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

299.

749B

[Parallelogram is Back](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

300.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[Dmitriy.Belichenko's solution](#)

301.

743B

[Chloe and the sequence](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

302.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

303.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

304.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

305.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Dmitriy.Belichenko's solution](#)

306.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Dmitriy.Belichenko's solution](#)

307.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

308.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,396 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Dmitriy.Belichenko's solution](#)

309.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

310.

1322A

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

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

[Dmitriy.Belichenko's solution](#)

311.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Dmitriy.Belichenko's solution](#)

312.

1119B

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

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Dmitriy.Belichenko's solution](#)

313.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-01-07 · PyPy 3 (first AC) · Tags: binary search, math

[Dmitriy.Belichenko's solution](#)

314.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2019-01-06 · PyPy 3 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

315.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

316.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-29 · Python 3 (first AC) · Tags: combinatorics, math, strings

[Dmitriy.Belichenko's solution](#)

317.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Dmitriy.Belichenko's solution](#)

318.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

319.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Dmitriy.Belichenko's solution](#)

320.

982B

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

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Dmitriy.Belichenko's solution](#)

321.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

322.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

323.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

324.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

325.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

326.

946C

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

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

[Dmitriy.Belichenko's solution](#)

327.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Dmitriy.Belichenko's solution](#)

328.

872C

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

Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Dmitriy.Belichenko's solution](#)

329.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Dmitriy.Belichenko's solution](#)

330.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

331.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

332.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

333.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Dmitriy.Belichenko's solution](#)

334.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,272 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Dmitriy.Belichenko's solution](#)

335.

890C

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

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

[Dmitriy.Belichenko's solution](#)

336.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

337.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

338.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · Python 3 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

339.

862B

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

Quality: 25,652 global accepts · Rating: 1300 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Dmitriy.Belichenko's solution](#)

340.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

341.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

342.

841C

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

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

[Dmitriy.Belichenko's solution](#)

343.

820B

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

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · last AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Dmitriy.Belichenko's solution](#)

344.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

345.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · Java 8 (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

346.

808B

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

Quality: 14,876 global accepts · Rating: 1300 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Dmitriy.Belichenko's solution](#)

347.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

348.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

349.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Dmitriy.Belichenko's solution](#)

350.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Dmitriy.Belichenko's solution](#)

351.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Dmitriy.Belichenko's solution](#)

352.

747C

[Servers](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

353.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

354.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Dmitriy.Belichenko's solution](#)

355.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,636 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Dmitriy.Belichenko's solution](#)

356.

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2018-04-28 · last AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Dmitriy.Belichenko's solution](#)

357.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

358.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[Dmitriy.Belichenko's solution](#)

359.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Dmitriy.Belichenko's solution](#)

360.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Dmitriy.Belichenko's solution](#)

361.

226A

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

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

362.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

363.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

364.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

365.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Dmitriy.Belichenko's solution](#)

366.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

367.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Dmitriy.Belichenko's solution](#)

368.

995B

[Suit and Tie](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

369.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

370.

401C

[Team](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dmitriy.Belichenko's solution](#)

371.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Dmitriy.Belichenko's solution](#)

372.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

373.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

374.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[Dmitriy.Belichenko's solution](#)

375.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Dmitriy.Belichenko's solution](#)

376.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

377.

868B

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

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

378.

867B

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

Rating: 1400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

379.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,384 global accepts · Rating: 1400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Dmitriy.Belichenko's solution](#)

380.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Dmitriy.Belichenko's solution](#)

381.

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Dmitriy.Belichenko's solution](#)

382.

797B

[Odd sum](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

383.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · Java 8 (first AC) · Tags: *special, implementation

[Dmitriy.Belichenko's solution](#)

384.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

385.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1400 · first AC: 2017-02-03 · Java 8 (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

386.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

387.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Dmitriy.Belichenko's solution](#)

388.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · MS C++ (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

389.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

390.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[Dmitriy.Belichenko's solution](#)

391.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2022-02-16 · last AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Dmitriy.Belichenko's solution](#)

392.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Dmitriy.Belichenko's solution](#)

393.

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Dmitriy.Belichenko's solution](#)

394.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Dmitriy.Belichenko's solution](#)

395.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

396.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

397.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Dmitriy.Belichenko's solution](#)

398.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

399.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Dmitriy.Belichenko's solution](#)

400.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

401.

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

[Dmitriy.Belichenko's solution](#)

402.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Dmitriy.Belichenko's solution](#)

403.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Dmitriy.Belichenko's solution](#)

404.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Dmitriy.Belichenko's solution](#)

405.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-22 · Python 3 (first AC) · Tags: combinatorics, dp, math

[Dmitriy.Belichenko's solution](#)

406.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dmitriy.Belichenko's solution](#)

407.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

408.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Dmitriy.Belichenko's solution](#)

409.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

410.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,860 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Dmitriy.Belichenko's solution](#)

411.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

412.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,139 global accepts · Rating: 1500 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Dmitriy.Belichenko's solution](#)

413.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Dmitriy.Belichenko's solution](#)

414.

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1500 · first AC: 2018-03-17 · PHP (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

415.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Dmitriy.Belichenko's solution](#)

416.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

417.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Dmitriy.Belichenko's solution](#)

418.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

419.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

420.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

421.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

422.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Dmitriy.Belichenko's solution](#)

423.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Dmitriy.Belichenko's solution](#)

424.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

425.

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

[Dmitriy.Belichenko's solution](#)

426.

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · Java 8 (first AC) · Tags: greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

427.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · Java 8 (first AC) · Tags: greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

428.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Dmitriy.Belichenko's solution](#)

429.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,876 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

430.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dmitriy.Belichenko's solution](#)

431.

859C

[Pie Rules](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

432.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

433.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,737 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Dmitriy.Belichenko's solution](#)

434.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Dmitriy.Belichenko's solution](#)

435.

341B

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

Rating: 1500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Dmitriy.Belichenko's solution](#)

436.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Dmitriy.Belichenko's solution](#)

437.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Dmitriy.Belichenko's solution](#)

438.

810C

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

Rating: 1500 · first AC: 2017-05-20 · Java 8 (first AC) · Tags: implementation, math, sortings

[Dmitriy.Belichenko's solution](#)

439.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

440.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Dmitriy.Belichenko's solution](#)

441.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Dmitriy.Belichenko's solution](#)

442.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Dmitriy.Belichenko's solution](#)

443.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[Dmitriy.Belichenko's solution](#)

444.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · Java 8 (first AC) · Tags: brute force, dp, implementation

[Dmitriy.Belichenko's solution](#)

445.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, greedy

[Dmitriy.Belichenko's solution](#)

446.

611C

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

Quality: 9,034 global accepts · Rating: 1500 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Dmitriy.Belichenko's solution](#)

447.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Dmitriy.Belichenko's solution](#)

448.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · MS C++ (first AC) · Tags: greedy, implementation, two pointers

[Dmitriy.Belichenko's solution](#)

449.

745C

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

Rating: 1500 · first AC: 2016-12-17 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Dmitriy.Belichenko's solution](#)

450.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Dmitriy.Belichenko's solution](#)

451.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

452.

697C

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

Rating: 1500 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Dmitriy.Belichenko's solution](#)

453.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Dmitriy.Belichenko's solution](#)

454.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,200 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

455.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Dmitriy.Belichenko's solution](#)

456.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Dmitriy.Belichenko's solution](#)

457.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Dmitriy.Belichenko's solution](#)

458.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[Dmitriy.Belichenko's solution](#)

459.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1600 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Dmitriy.Belichenko's solution](#)

460.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[Dmitriy.Belichenko's solution](#)

461.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · PyPy 3 (first AC) · Tags: combinatorics, math
[Dmitriy.Belichenko's solution](#)

462.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Dmitriy.Belichenko's solution](#)

463.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: trees
[Dmitriy.Belichenko's solution](#)

464.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[Dmitriy.Belichenko's solution](#)

465.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Dmitriy.Belichenko's solution](#)

466.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Dmitriy.Belichenko's solution](#)

467.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Dmitriy.Belichenko's solution](#)

468.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

469.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

470.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Dmitriy.Belichenko's solution](#)

471.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

472.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2019-01-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

473.

1098A

[Sum in the tree](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

474.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

475.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-29 · Python 3 (first AC) · Tags: brute force, geometry

[Dmitriy.Belichenko's solution](#)

476.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, graphs, greedy, sortings, trees

[Dmitriy.Belichenko's solution](#)

477.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

478.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Dmitriy.Belichenko's solution](#)

479.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[Dmitriy.Belichenko's solution](#)

480.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,780 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Dmitriy.Belichenko's solution](#)

481.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Dmitriy.Belichenko's solution](#)

482.

1028C

[Rectangles](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

483.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Dmitriy.Belichenko's solution](#)

484.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

485.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Dmitriy.Belichenko's solution](#)

486.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Dmitriy.Belichenko's solution](#)

487.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

488.

956B

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

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

[Dmitriy.Belichenko's solution](#)

489.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

490.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Dmitriy.Belichenko's solution](#)

491.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Dmitriy.Belichenko's solution](#)

492.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Dmitriy.Belichenko's solution](#)

493.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Dmitriy.Belichenko's solution](#)

494.

860B

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

Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[Dmitriy.Belichenko's solution](#)

495.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Dmitriy.Belichenko's solution](#)

496.

284C

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

Rating: 1600 · first AC: 2018-01-07 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp

[Dmitriy.Belichenko's solution](#)

497.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[Dmitriy.Belichenko's solution](#)

498.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

499.

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Dmitriy.Belichenko's solution](#)

500.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Dmitriy.Belichenko's solution](#)

501.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[Dmitriy.Belichenko's solution](#)

502.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[Dmitriy.Belichenko's solution](#)

503.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

504.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

505.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Dmitriy.Belichenko's solution](#)

506.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

507.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[Dmitriy.Belichenko's solution](#)

508.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Dmitriy.Belichenko's solution](#)

509.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Dmitriy.Belichenko's solution](#)

510.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1600 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: dp, implementation

[Dmitriy.Belichenko's solution](#)

511.

736A

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

Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Dmitriy.Belichenko's solution](#)

512.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Dmitriy.Belichenko's solution](#)

513.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Dmitriy.Belichenko's solution](#)

514.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Dmitriy.Belichenko's solution](#)

515.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Dmitriy.Belichenko's solution](#)

516.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Dmitriy.Belichenko's solution](#)

517.

71C

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

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Dmitriy.Belichenko's solution](#)

518.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Dmitriy.Belichenko's solution](#)

519.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: data structures, dp, two pointers

[Dmitriy.Belichenko's solution](#)

520.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[Dmitriy.Belichenko's solution](#)

521.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Dmitriy.Belichenko's solution](#)

522.

782C

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

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

[Dmitriy.Belichenko's solution](#)

523.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · Java 8 (first AC) · Tags: binary search, ternary search

[Dmitriy.Belichenko's solution](#)

524.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-22 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Dmitriy.Belichenko's solution](#)

525.

764C

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

Rating: 1600 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Dmitriy.Belichenko's solution](#)

526.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: binary search, dp, two pointers

[Dmitriy.Belichenko's solution](#)

527.

742C

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

Rating: 1600 · first AC: 2016-12-06 · Java 8 (first AC) · Tags: dfs and similar, math

[Dmitriy.Belichenko's solution](#)

528.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

529.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Dmitriy.Belichenko's solution](#)

530.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[Dmitriy.Belichenko's solution](#)

531.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Dmitriy.Belichenko's solution](#)

532.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[Dmitriy.Belichenko's solution](#)

533.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

534.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Dmitriy.Belichenko's solution](#)

535.

1557C

[Moamen and XOR](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

536.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Dmitriy.Belichenko's solution](#)

537.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Dmitriy.Belichenko's solution](#)

538.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Dmitriy.Belichenko's solution](#)

539.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Dmitriy.Belichenko's solution](#)

540.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

541.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dmitriy.Belichenko's solution](#)

542.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Dmitriy.Belichenko's solution](#)

543.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2019-01-08 · Python 3 (first AC) · Tags: combinatorics, dp, math

[Dmitriy.Belichenko's solution](#)

544.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · Python 3 (first AC) · Tags: greedy, implementation, trees

[Dmitriy.Belichenko's solution](#)

545.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Dmitriy.Belichenko's solution](#)

546.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Dmitriy.Belichenko's solution](#)

547.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Dmitriy.Belichenko's solution](#)

548.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Dmitriy.Belichenko's solution](#)

549.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Dmitriy.Belichenko's solution](#)

550.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Dmitriy.Belichenko's solution](#)

551.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Dmitriy.Belichenko's solution](#)

552.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Dmitriy.Belichenko's solution](#)

553.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Dmitriy.Belichenko's solution](#)

554.

960C

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

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

[Dmitriy.Belichenko's solution](#)

555.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Dmitriy.Belichenko's solution](#)

556.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

557.

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

558.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

559.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

560.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-17 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Dmitriy.Belichenko's solution](#)

561.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[Dmitriy.Belichenko's solution](#)

562.

897C

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

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Dmitriy.Belichenko's solution](#)

563.

851C

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

Rating: 1700 · first AC: 2017-09-04 · Java 8 (first AC) · Tags: brute force, geometry, math

[Dmitriy.Belichenko's solution](#)

564.

852G

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

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

565.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Dmitriy.Belichenko's solution](#)

566.

833A

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

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

[Dmitriy.Belichenko's solution](#)

567.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

568.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Dmitriy.Belichenko's solution](#)

569.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Dmitriy.Belichenko's solution](#)

570.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · Java 8 (first AC) · Tags: binary search, math

[Dmitriy.Belichenko's solution](#)

571.

202C

[Clear Symmetry](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

572.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · MS C++ (first AC) · Tags: brute force, implementation, math

[Dmitriy.Belichenko's solution](#)

573.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Dmitriy.Belichenko's solution](#)

574.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[Dmitriy.Belichenko's solution](#)

575.

765D

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

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

[Dmitriy.Belichenko's solution](#)

576.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · last AC: 2017-02-08 · Java 8 (first AC) · Tags: brute force, dp, greedy, strings

[Dmitriy.Belichenko's solution](#)

577.

760C

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

Rating: 1700 · first AC: 2017-01-22 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Dmitriy.Belichenko's solution](#)

578.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Dmitriy.Belichenko's solution](#)

579.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Dmitriy.Belichenko's solution](#)

580.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-30 · MS C++ (first AC) · Tags: binary search, greedy, sortings

[Dmitriy.Belichenko's solution](#)

581.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Dmitriy.Belichenko's solution](#)

582.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Dmitriy.Belichenko's solution](#)

583.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Dmitriy.Belichenko's solution](#)

584.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Dmitriy.Belichenko's solution](#)

585.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Dmitriy.Belichenko's solution](#)

586.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Dmitriy.Belichenko's solution](#)

587.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Dmitriy.Belichenko's solution](#)

588.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Dmitriy.Belichenko's solution](#)

589.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

590.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Dmitriy.Belichenko's solution](#)

591.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dmitriy.Belichenko's solution](#)

592.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Dmitriy.Belichenko's solution](#)

593.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Dmitriy.Belichenko's solution](#)

594.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-29 · Python 3 (first AC) · Tags: dp

[Dmitriy.Belichenko's solution](#)

595.

1084D

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

Rating: 1800 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Dmitriy.Belichenko's solution](#)

596.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Dmitriy.Belichenko's solution](#)

597.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Dmitriy.Belichenko's solution](#)

598.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

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599.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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600.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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601.

983B

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Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

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602.

478C

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Quality: 20,594 global accepts · Rating: 1800 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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603.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

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604.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

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605.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

606.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[Dmitriy.Belichenko's solution](#)

607.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, probabilities

[Dmitriy.Belichenko's solution](#)

608.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Dmitriy.Belichenko's solution](#)

609.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

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610.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Dmitriy.Belichenko's solution](#)

611.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

612.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Dmitriy.Belichenko's solution](#)

613.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Dmitriy.Belichenko's solution](#)

614.

894B

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Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Dmitriy.Belichenko's solution](#)

615.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dmitriy.Belichenko's solution](#)

616.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Dmitriy.Belichenko's solution](#)

617.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

618.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Dmitriy.Belichenko's solution](#)

619.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

[Dmitriy.Belichenko's solution](#)

620.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · Java 8 (first AC) · Tags: data structures, dp, greedy

[Dmitriy.Belichenko's solution](#)

621.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Dmitriy.Belichenko's solution](#)

622.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[Dmitriy.Belichenko's solution](#)

623.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Dmitriy.Belichenko's solution](#)

624.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Dmitriy.Belichenko's solution](#)

625.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 1800 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Dmitriy.Belichenko's solution](#)

626.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Dmitriy.Belichenko's solution](#)

627.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Dmitriy.Belichenko's solution](#)

628.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

629.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

630.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Dmitriy.Belichenko's solution](#)

631.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Dmitriy.Belichenko's solution](#)

632.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

633.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices

[Dmitriy.Belichenko's solution](#)

634.

57C

[Array](#) · [Tutorial](#)

Quality: 4,007 global accepts · Rating: 1900 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

635.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Dmitriy.Belichenko's solution](#)

636.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Dmitriy.Belichenko's solution](#)

637.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Dmitriy.Belichenko's solution](#)

638.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Dmitriy.Belichenko's solution](#)

639.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dmitriy.Belichenko's solution](#)

640.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Dmitriy.Belichenko's solution](#)

641.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Dmitriy.Belichenko's solution](#)

642.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dmitriy.Belichenko's solution](#)

643.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Dmitriy.Belichenko's solution](#)

644.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2018-12-22 · PyPy 3 (first AC) · Tags: dp, implementation

[Dmitriy.Belichenko's solution](#)

645.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Dmitriy.Belichenko's solution](#)

646.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

647.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[Dmitriy.Belichenko's solution](#)

648.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Dmitriy.Belichenko's solution](#)

649.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dmitriy.Belichenko's solution](#)

650.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Dmitriy.Belichenko's solution](#)

651.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Dmitriy.Belichenko's solution](#)

652.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[Dmitriy.Belichenko's solution](#)

653.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Dmitriy.Belichenko's solution](#)

654.

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Dmitriy.Belichenko's solution](#)

655.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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656.

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

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657.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

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658.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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659.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Dmitriy.Belichenko's solution](#)

660.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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661.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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662.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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663.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Dmitriy.Belichenko's solution](#)

664.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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665.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Dmitriy.Belichenko's solution](#)

666.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Dmitriy.Belichenko's solution](#)

667.

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2017-08-11 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[Dmitriy.Belichenko's solution](#)

668.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Dmitriy.Belichenko's solution](#)

669.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2017-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Dmitriy.Belichenko's solution](#)

670.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

671.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-04-03 · MS C++ (first AC) · Tags: binary search, geometry, ternary search

[Dmitriy.Belichenko's solution](#)

672.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

673.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Dmitriy.Belichenko's solution](#)

674.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Dmitriy.Belichenko's solution](#)

675.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

676.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Dmitriy.Belichenko's solution](#)

677.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Dmitriy.Belichenko's solution](#)

678.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Dmitriy.Belichenko's solution](#)

679.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Dmitriy.Belichenko's solution](#)

680.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

681.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Dmitriy.Belichenko's solution](#)

682.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Dmitriy.Belichenko's solution](#)

683.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Dmitriy.Belichenko's solution](#)

684.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Dmitriy.Belichenko's solution](#)

685.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Dmitriy.Belichenko's solution](#)

686.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Dmitriy.Belichenko's solution](#)

687.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Dmitriy.Belichenko's solution](#)

688.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Dmitriy.Belichenko's solution](#)

689.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

690.

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2018-03-17 · D (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

691.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Dmitriy.Belichenko's solution](#)

692.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

693.

920F

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1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Dmitriy.Belichenko's solution](#)

789.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Dmitriy.Belichenko's solution](#)

790.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Dmitriy.Belichenko's solution](#)

791.

1028E

[Restore Array](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

792.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Dmitriy.Belichenko's solution](#)

793.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Dmitriy.Belichenko's solution](#)

794.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Dmitriy.Belichenko's solution](#)

795.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Dmitriy.Belichenko's solution](#)

796.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Dmitriy.Belichenko's solution](#)

797.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Dmitriy.Belichenko's solution](#)

798.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-09-22 · PHP (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

799.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Dmitriy.Belichenko's solution](#)

800.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dmitriy.Belichenko's solution](#)

801.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Dmitriy.Belichenko's solution](#)

802.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Dmitriy.Belichenko's solution](#)

803.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Dmitriy.Belichenko's solution](#)

804.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Dmitriy.Belichenko's solution](#)

805.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Dmitriy.Belichenko's solution](#)

806.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Dmitriy.Belichenko's solution](#)

807.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[Dmitriy.Belichenko's solution](#)

808.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Dmitriy.Belichenko's solution](#)

809.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Dmitriy.Belichenko's solution](#)

810.

1017F

[The Neutral Zone](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

811.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Dmitriy.Belichenko's solution](#)

812.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

813.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Dmitriy.Belichenko's solution](#)

814.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Dmitriy.Belichenko's solution](#)

815.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Dmitriy.Belichenko's solution](#)

816.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Dmitriy.Belichenko's solution](#)

817.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Dmitriy.Belichenko's solution](#)

818.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Dmitriy.Belichenko's solution](#)

819.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · last AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Dmitriy.Belichenko's solution](#)

820.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Dmitriy.Belichenko's solution](#)

821.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-01-08 · last AC: 2019-04-07 · Python 3 (first AC) · Tags: constructive algorithms

[Dmitriy.Belichenko's solution](#)

822.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Dmitriy.Belichenko's solution](#)

823.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Dmitriy.Belichenko's solution](#)

824.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Dmitriy.Belichenko's solution](#)

825.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Dmitriy.Belichenko's solution](#)

826.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[Dmitriy.Belichenko's solution](#)

827.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Dmitriy.Belichenko's solution](#)

828.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy, sortings

[Dmitriy.Belichenko's solution](#)

829.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Dmitriy.Belichenko's solution](#)

830.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Dmitriy.Belichenko's solution](#)

831.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Dmitriy.Belichenko's solution](#)

832.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-12 · last AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Dmitriy.Belichenko's solution](#)

833.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

834.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dmitriy.Belichenko's solution](#)

835.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Dmitriy.Belichenko's solution](#)

836.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Dmitriy.Belichenko's solution](#)

837.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Dmitriy.Belichenko's solution](#)

838.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-15 · Java 8 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Dmitriy.Belichenko's solution](#)

839.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Dmitriy.Belichenko's solution](#)

840.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[Dmitriy.Belichenko's solution](#)

841.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Dmitriy.Belichenko's solution](#)

842.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Dmitriy.Belichenko's solution](#)

843.

1071D

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

Rating: 2800 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[Dmitriy.Belichenko's solution](#)

844.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Dmitriy.Belichenko's solution](#)

845.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Dmitriy.Belichenko's solution](#)

846.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Dmitriy.Belichenko's solution](#)

847.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Dmitriy.Belichenko's solution](#)

848.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Dmitriy.Belichenko's solution](#)

849.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Dmitriy.Belichenko's solution](#)

850.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Dmitriy.Belichenko's solution](#)

851.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Dmitriy.Belichenko's solution](#)

852.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[Dmitriy.Belichenko's solution](#)

853.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[Dmitriy.Belichenko's solution](#)

854.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[Dmitriy.Belichenko's solution](#)

855.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[Dmitriy.Belichenko's solution](#)

856.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Dmitriy.Belichenko's solution](#)

857.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-24 · last AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[Dmitriy.Belichenko's solution](#)

858.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[Dmitriy.Belichenko's solution](#)

859.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[Dmitriy.Belichenko's solution](#)

860.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2019-01-08 · Python 3 (first AC) · Tags: interactive, math, number theory
[Dmitriy.Belichenko's solution](#)

861.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

strings

[Dmitriy.Belichenko's solution](#)

862.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2018-08-19 · last AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Dmitriy.Belichenko's solution](#)

863.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Dmitriy.Belichenko's solution](#)

864.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[Dmitriy.Belichenko's solution](#)

865.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Dmitriy.Belichenko's solution](#)

866.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: data structures

[Dmitriy.Belichenko's solution](#)

867.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Dmitriy.Belichenko's solution](#)

868.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, games

[Dmitriy.Belichenko's solution](#)

869.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Dmitriy.Belichenko's solution](#)

870.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Dmitriy.Belichenko's solution](#)

871.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

872.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

873.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

874.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

875.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

876.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

877.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

878.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

879.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

880.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

881.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

882.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

883.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

884.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

885.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

886.

103202F

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

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

887.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

888.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

889.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

890.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

891.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

892.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

893.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

894.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

895.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

896.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

897.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

898.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

899.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

900.

102767D

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

901.

102767G

[Singhal and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

902.

102767E

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

903.

102767F

[Subarray with Maximum Product?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

904.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

905.

102767C

[Singhal and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

906.

102767B

[2024](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

907.

102767A

[Favourite Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

908.

101242B

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

909.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

910.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

911.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

912.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · MS C++ 2017 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

913.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · MS C++ 2017 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

914.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · MS C++ 2017 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

915.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

916.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

917.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

918.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

919.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

920.

103091M

[Plants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

921.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

922.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

923.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

924.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

925.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

926.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

927.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

928.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

929.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

930.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

931.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

932.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

933.

1531E3

[B 3D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[Dmitriy.Belichenko's solution](#)

934.

1531E2

[B 3D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Dmitriy.Belichenko's solution](#)

935.

1531E1

[B 3D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

936.

1531A

[At8CÔ3CT@#color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Dmitriy.Belichenko's solution](#)

937.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

938.

1531B2

[A×008D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

939.

100125H

[Hospital](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

940.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

941.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

942.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

943.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

944.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

945.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

946.

101911K

[Medians and Partition](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

947.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Dmitriy.Belichenko's solution](#)

948.

101308A

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

949.

101308F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

950.

101308D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

951.

101308B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

952.

101308H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

953.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

954.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

955.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

956.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

957.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

958.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

959.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

960.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

961.

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · last AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

962.

100622K

[Kripke Model](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

963.

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

964.

100622C

[Circles on a Screen](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

965.

100622H

[Homo or Hetero?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

966.

100622B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

967.

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

968.

100622J

[Jealous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

969.

100427C

[AtDdQd" 0C\\$BCä<C BCä<](#)

Rating: — · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

970.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

971.

100863H

[Heroes of Money and Magic](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

972.

100863L

[Lamps of the Mind](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

973.

100863B

[Bridges](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

974.

100863I

[I, V, X, L, C, D, M Problem](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

975.

100863F

[File Sharing](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

976.

100863A

[Age of Retirement](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

977.

100863C

[Crisis](#) · Tutorial

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

978.

101193G

[Hard exam](#) · Tutorial

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

979.

101193I

[Credit history](#) · Tutorial

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

980.

101193C

[Crime fiction society](#) · Tutorial

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

981.

101193A

[Street magic](#) · Tutorial

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

982.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

983.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

984.

392C

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

Quality: 677 global accepts · Rating: — · first AC: 2019-03-20 · last AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[Dmitriy.Belichenko's solution](#)

985.

1020862

[A5C4D75C2C4D0D\\$K](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

986.

100851K

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

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

987.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

988.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

989.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

990.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · Python 3 (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

991.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

992.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

993.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dmitriy.Belichenko's solution](#)

994.

101650C

[Confectionery](#) · [Tutorial](#)

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

[Dmitriy.Belichenko's solution](#)

995.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

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1041.

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