

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

<https://cfelitetracker.vercel.app>

Unique solved — Dragos

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

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

Filters: none

Count: 985

1.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Dragos's solution](#)

2.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Dragos's solution](#)

3.

758A

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

Quality: 75,303 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Dragos's solution](#)

4.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

5.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Dragos's solution](#)

6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Dragos's solution](#)

7.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[Dragos's solution](#)

8.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Dragos's solution](#)

9.

281A

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

Quality: 270,976 global accepts · Rating: 800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Dragos's solution](#)

10.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Dragos's solution](#)

11.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,525 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Dragos's solution](#)

12.

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Dragos's solution](#)

13.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Dragos's solution](#)

14.

1328A

[Divisibility Problem](#) · [Tutorial](#)

Quality: 131,903 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math
[Dragos's solution](#)

15.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math
[Dragos's solution](#)

16.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Dragos's solution](#)

17.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,729 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[Dragos's solution](#)

18.

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[Dragos's solution](#)

19.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,198 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[Dragos's solution](#)

20.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[Dragos's solution](#)

21.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dragos's solution](#)

22.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

23.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Dragos's solution](#)

24.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,481 global accepts · Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

25.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,701 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Dragos's solution](#)

26.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Dragos's solution](#)

27.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dragos's solution](#)

28.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,716 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Dragos's solution](#)

29.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Dragos's solution](#)

30.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,160 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Dragos's solution](#)

31.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Dragos's solution](#)

32.

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Dragos's solution](#)

33.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Dragos's solution](#)

34.

71A

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

Quality: 503,241 global accepts · Rating: 800 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Dragos's solution](#)

35.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Dragos's solution](#)

36.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

37.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Dragos's solution](#)

38.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Dragos's solution](#)

39.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Dragos's solution](#)

40.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Dragos's solution](#)

41.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Dragos's solution](#)

42.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Dragos's solution](#)

43.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, math

[Dragos's solution](#)

44.

731A

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

Quality: 53,207 global accepts · Rating: 800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Dragos's solution](#)

45.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,832 global accepts · Rating: 800 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Dragos's solution](#)

46.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dragos's solution](#)

47.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,560 global accepts · Rating: 800 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dragos's solution](#)

48.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Dragos's solution](#)

49.

581A

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

Quality: 84,955 global accepts · Rating: 800 · first AC: 2015-09-29 · Java 8 (first AC) · Tags: implementation, math

[Dragos's solution](#)

50.

513A

[Game](#) · [Tutorial](#)

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

[Dragos's solution](#)

51.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math

[Dragos's solution](#)

52.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,777 global accepts · Rating: 800 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, math

[Dragos's solution](#)

53.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: implementation, strings

[Dragos's solution](#)

54.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[Dragos's solution](#)

55.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Dragos's solution](#)

56.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Dragos's solution](#)

57.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation, strings
[Dragos's solution](#)

58.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[Dragos's solution](#)

59.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math
[Dragos's solution](#)

60.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Dragos's solution](#)

61.

549A

[Face Detection](#) · [Tutorial](#)

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

62.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation
[Dragos's solution](#)

63.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,475 global accepts · Rating: 900 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[Dragos's solution](#)

64.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation
[Dragos's solution](#)

65.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[Dragos's solution](#)

66.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

67.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Dragos's solution](#)

68.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Dragos's solution](#)

69.

1241B

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

Rating: 1000 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Dragos's solution](#)

70.

804A

[Find Amir](#) · [Tutorial](#)

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

[Dragos's solution](#)

71.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Dragos's solution](#)

72.

500A

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

Quality: 62,689 global accepts · Rating: 1000 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Dragos's solution](#)

73.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,278 global accepts · Rating: 1000 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dragos's solution](#)

74.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Dragos's solution](#)

75.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Dragos's solution](#)

76.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: math

[Dragos's solution](#)

77.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: implementation

[Dragos's solution](#)

78.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Dragos's solution](#)

79.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: implementation

[Dragos's solution](#)

80.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: implementation

[Dragos's solution](#)

81.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2012-02-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Dragos's solution](#)

82.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2012-02-01 · GNU C++ (first AC) · Tags: implementation

[Dragos's solution](#)

83.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Dragos's solution](#)

84.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Dragos's solution](#)

85.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Dragos's solution](#)

86.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Dragos's solution](#)

87.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2025-01-13 · last AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Dragos's solution](#)

88.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

89.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Dragos's solution](#)

90.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dragos's solution](#)

91.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Dragos's solution](#)

92.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

93.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Dragos's solution](#)

94.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dragos's solution](#)

95.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Dragos's solution](#)

96.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Dragos's solution](#)

97.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Dragos's solution](#)

98.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · last AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[Dragos's solution](#)

99.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-29 · Java 8 (first AC) · Tags: implementation, math

[Dragos's solution](#)

100.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

101.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[Dragos's solution](#)

102.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Dragos's solution](#)

103.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Dragos's solution](#)

104.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Dragos's solution](#)

105.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Dragos's solution](#)

106.

776B

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

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Dragos's solution](#)

107.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Dragos's solution](#)

108.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Dragos's solution](#)

109.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: math

[Dragos's solution](#)

110.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[Dragos's solution](#)

111.

708A

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

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

[Dragos's solution](#)

112.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-09-03 · GNU C++ (first AC) · Tags: greedy, implementation

[Dragos's solution](#)

113.

482A

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

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

[Dragos's solution](#)

114.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

115.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Dragos's solution](#)

116.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Dragos's solution](#)

117.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: implementation, strings

[Dragos's solution](#)

118.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

119.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Dragos's solution](#)

120.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Dragos's solution](#)

121.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Dragos's solution](#)

122.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dragos's solution](#)

123.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Dragos's solution](#)

124.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Dragos's solution](#)

125.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

[Dragos's solution](#)

126.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

127.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Dragos's solution](#)

128.

722A

[Broken Clock](#) · [Tutorial](#)

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

[Dragos's solution](#)

129.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: math, number theory

[Dragos's solution](#)

130.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Dragos's solution](#)

131.

526A

[King of Thieves](#) · [Tutorial](#)

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

[Dragos's solution](#)

132.

429A

[Xor-tree](#) · [Tutorial](#)

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

[Dragos's solution](#)

133.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

134.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation

[Dragos's solution](#)

135.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Dragos's solution](#)

136.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Dragos's solution](#)

137.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Dragos's solution](#)

138.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Dragos's solution](#)

139.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

140.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Dragos's solution](#)

141.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Dragos's solution](#)

142.

804B

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

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

[Dragos's solution](#)

143.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2017-02-06 · GNU C++11 (first AC) · Tags: math, number theory

[Dragos's solution](#)

144.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Dragos's solution](#)

145.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[Dragos's solution](#)

146.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Dragos's solution](#)

147.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Dragos's solution](#)

148.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: dp

[Dragos's solution](#)

149.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Dragos's solution](#)

150.

438A

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

Rating: 1400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

151.

581C

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

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-29 · Java 8 (first AC) · Tags: implementation, math, sortings

[Dragos's solution](#)

152.

526B

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

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

[Dragos's solution](#)

153.

516A

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

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

[Dragos's solution](#)

154.

513B1

[Permutations](#) · [Tutorial](#)

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

[Dragos's solution](#)

155.

418A

[Football](#) · [Tutorial](#)

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

[Dragos's solution](#)

156.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

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

[Dragos's solution](#)

157.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Dragos's solution](#)

158.

152C

[Pocket Book](#) · [Tutorial](#)

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

[Dragos's solution](#)

159.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: games, greedy, math, number theory

[Dragos's solution](#)

160.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Dragos's solution](#)

161.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Dragos's solution](#)

162.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Dragos's solution](#)

163.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Dragos's solution](#)

164.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Dragos's solution](#)

165.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Dragos's solution](#)

166.

790A

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

Rating: 1500 · first AC: 2017-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

167.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

168.

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Dragos's solution](#)

169.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Dragos's solution](#)

170.

521A

[DNA Alignment](#) · [Tutorial](#)

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

[Dragos's solution](#)

171.

497A

[Removing Columns](#) · [Tutorial](#)

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

[Dragos's solution](#)

172.

494A

[Treasure](#) · [Tutorial](#)

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

[Dragos's solution](#)

173.

415C

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

Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[Dragos's solution](#)

174.

415B

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

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math

[Dragos's solution](#)

175.

409H

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

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Dragos's solution](#)

176.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: implementation, math

[Dragos's solution](#)

177.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[Dragos's solution](#)

178.

148B

[Escape](#) · [Tutorial](#)

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

[Dragos's solution](#)

179.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Dragos's solution](#)

180.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Dragos's solution](#)

181.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[Dragos's solution](#)

182.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Dragos's solution](#)

183.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Dragos's solution](#)

184.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Dragos's solution](#)

185.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Dragos's solution](#)

186.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Dragos's solution](#)

187.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Dragos's solution](#)

188.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Dragos's solution](#)

189.

736A

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

Rating: 1600 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Dragos's solution](#)

190.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Dragos's solution](#)

191.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Dragos's solution](#)

192.

722C

[Destroying Array](#) · [Tutorial](#)

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

[Dragos's solution](#)

193.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Dragos's solution](#)

194.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[Dragos's solution](#)

195.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: math

[Dragos's solution](#)

196.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Dragos's solution](#)

197.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-08-02 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Dragos's solution](#)

198.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: greedy, implementation

[Dragos's solution](#)

199.

429B

[Working out](#) · [Tutorial](#)

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

[Dragos's solution](#)

200.

406A

[Unusual Product](#) · [Tutorial](#)

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

[Dragos's solution](#)

201.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,051 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Dragos's solution](#)

202.

151D

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

Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[Dragos's solution](#)

203.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: binary search, number theory

[Dragos's solution](#)

204.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Dragos's solution](#)

205.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Dragos's solution](#)

206.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

207.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Dragos's solution](#)

208.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Dragos's solution](#)

209.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[Dragos's solution](#)

210.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Dragos's solution](#)

211.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Dragos's solution](#)

212.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, graphs, trees

[Dragos's solution](#)

213.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Dragos's solution](#)

214.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

215.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Dragos's solution](#)

216.

1229A

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

Rating: 1700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Dragos's solution](#)

217.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Dragos's solution](#)

218.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Dragos's solution](#)

219.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[Dragos's solution](#)

220.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[Dragos's solution](#)

221.

759A

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

Rating: 1700 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Dragos's solution](#)

222.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Dragos's solution](#)

223.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu,

graphs, trees

[Dragos's solution](#)

224.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Dragos's solution](#)

225.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Dragos's solution](#)

226.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Dragos's solution](#)

227.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[Dragos's solution](#)

228.

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: math, meet-in-the-middle

[Dragos's solution](#)

229.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-24 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Dragos's solution](#)

230.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Dragos's solution](#)

231.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Dragos's solution](#)

232.

409B

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

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[Dragos's solution](#)

233.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[Dragos's solution](#)

234.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

235.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Dragos's solution](#)

236.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, greedy

[Dragos's solution](#)

237.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings

[Dragos's solution](#)

238.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2012-02-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Dragos's solution](#)

239.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2012-02-01 · GNU C++ (first AC) · Tags: dp

[Dragos's solution](#)

240.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Dragos's solution](#)

241.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Dragos's solution](#)

242.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Dragos's solution](#)

243.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Dragos's solution](#)

244.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Dragos's solution](#)

245.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Dragos's solution](#)

246.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Dragos's solution](#)

247.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Dragos's solution](#)

248.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Dragos's solution](#)

249.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[Dragos's solution](#)

250.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Dragos's solution](#)

251.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Dragos's solution](#)

252.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Dragos's solution](#)

253.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[Dragos's solution](#)

254.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Dragos's solution](#)

255.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[Dragos's solution](#)

256.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Dragos's solution](#)

257.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Dragos's solution](#)

258.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Dragos's solution](#)

259.

482B

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

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

[Dragos's solution](#)

260.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2014-08-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[Dragos's solution](#)

261.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[Dragos's solution](#)

262.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2012-02-02 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[Dragos's solution](#)

263.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Dragos's solution](#)

264.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Dragos's solution](#)

265.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graphs, implementation

[Dragos's solution](#)

266.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Dragos's solution](#)

267.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Dragos's solution](#)

268.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Dragos's solution](#)

269.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Dragos's solution](#)

270.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Dragos's solution](#)

271.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, interactive, math

[Dragos's solution](#)

272.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Dragos's solution](#)

273.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Dragos's solution](#)

274.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Dragos's solution](#)

275.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Dragos's solution](#)

276.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Dragos's solution](#)

277.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Dragos's solution](#)

278.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Dragos's solution](#)

279.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Dragos's solution](#)

280.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Dragos's solution](#)

281.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Dragos's solution](#)

282.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Dragos's solution](#)

283.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Dragos's solution](#)

284.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · last AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Dragos's solution](#)

285.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Dragos's solution](#)

286.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Dragos's solution](#)

287.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Dragos's solution](#)

288.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[Dragos's solution](#)

289.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Dragos's solution](#)

290.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Dragos's solution](#)

291.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

292.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-30 · last AC: 2016-08-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Dragos's solution](#)

293.

708B

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

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

[Dragos's solution](#)

294.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Dragos's solution](#)

295.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Dragos's solution](#)

296.

512B

[Fox And Jumping](#) · [Tutorial](#)

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

[Dragos's solution](#)

297.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Dragos's solution](#)

298.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Dragos's solution](#)

299.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: dp, sortings

[Dragos's solution](#)

300.

418B

[Cunning Gena](#) · [Tutorial](#)

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

[Dragos's solution](#)

301.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Dragos's solution](#)

302.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[Dragos's solution](#)

303.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Dragos's solution](#)

304.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Dragos's solution](#)

305.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Dragos's solution](#)

306.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Dragos's solution](#)

307.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Dragos's solution](#)

308.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Dragos's solution](#)

309.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Dragos's solution](#)

310.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Dragos's solution](#)

311.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Dragos's solution](#)

312.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers

[Dragos's solution](#)

313.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Dragos's solution](#)

314.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Dragos's solution](#)

315.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings

[Dragos's solution](#)

316.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Dragos's solution](#)

317.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Dragos's solution](#)

318.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Dragos's solution](#)

319.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Dragos's solution](#)

320.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Dragos's solution](#)

321.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Dragos's solution](#)

322.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Dragos's solution](#)

323.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-17 · last AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Dragos's solution](#)

324.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Dragos's solution](#)

325.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Dragos's solution](#)

326.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Dragos's solution](#)

327.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Dragos's solution](#)

328.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Dragos's solution](#)

329.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Dragos's solution](#)

330.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Dragos's solution](#)

331.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Dragos's solution](#)

332.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Dragos's solution](#)

333.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Dragos's solution](#)

334.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Dragos's solution](#)

335.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Dragos's solution](#)

336.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Dragos's solution](#)

337.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Dragos's solution](#)

338.

494B

[Obsessive String](#) · [Tutorial](#)

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

[Dragos's solution](#)

339.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[Dragos's solution](#)

340.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Dragos's solution](#)

341.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-31 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Dragos's solution](#)

342.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: games, greedy, sortings

[Dragos's solution](#)

343.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2012-02-02 · last AC: 2012-02-02 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Dragos's solution](#)

344.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Dragos's solution](#)

345.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Dragos's solution](#)

346.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dfs and similar, dp, dsu, graphs, math, trees

[Dragos's solution](#)

347.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Dragos's solution](#)

348.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Dragos's solution](#)

349.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Dragos's solution](#)

350.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Dragos's solution](#)

351.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Dragos's solution](#)

352.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Dragos's solution](#)

353.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Dragos's solution](#)

354.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Dragos's solution](#)

355.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Dragos's solution](#)

356.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two

pointers

[Dragos's solution](#)

357.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Dragos's solution](#)

358.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Dragos's solution](#)

359.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Dragos's solution](#)

360.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Dragos's solution](#)

361.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Dragos's solution](#)

362.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Dragos's solution](#)

363.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Dragos's solution](#)

364.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[Dragos's solution](#)

365.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Dragos's solution](#)

366.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, shortest paths
[Dragos's solution](#)

367.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Dragos's solution](#)

368.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Dragos's solution](#)

369.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings

[Dragos's solution](#)

370.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Dragos's solution](#)

371.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Dragos's solution](#)

372.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Dragos's solution](#)

373.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Dragos's solution](#)

374.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Dragos's solution](#)

375.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Dragos's solution](#)

376.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

377.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Dragos's solution](#)

378.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Dragos's solution](#)

379.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[Dragos's solution](#)

380.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Dragos's solution](#)

381.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Dragos's solution](#)

382.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Dragos's solution](#)

383.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Dragos's solution](#)

384.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Dragos's solution](#)

385.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Dragos's solution](#)

386.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Dragos's solution](#)

387.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Dragos's solution](#)

388.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Dragos's solution](#)

389.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Dragos's solution](#)

390.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Dragos's solution](#)

391.

1216F

[Wi-Fi](#) · [Tutorial](#)

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

[Dragos's solution](#)

392.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Dragos's solution](#)

393.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Dragos's solution](#)

394.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-22 · last AC: 2017-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Dragos's solution](#)

395.

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: math, number theory

[Dragos's solution](#)

396.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Dragos's solution](#)

397.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-19 · last AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Dragos's solution](#)

398.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: data structures
[Dragos's solution](#)

399.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
[Dragos's solution](#)

400.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Dragos's solution](#)

401.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: binary search, math
[Dragos's solution](#)

402.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation
[Dragos's solution](#)

403.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: games, greedy, implementation
[Dragos's solution](#)

404.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: data structures, dp, math
[Dragos's solution](#)

405.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[Dragos's solution](#)

406.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees
[Dragos's solution](#)

407.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Dragos's solution](#)

408.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Dragos's solution](#)

409.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Dragos's solution](#)

410.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Dragos's solution](#)

411.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Dragos's solution](#)

412.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2024-11-23 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[Dragos's solution](#)

413.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Dragos's solution](#)

414.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Dragos's solution](#)

415.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Dragos's solution](#)

416.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Dragos's solution](#)

417.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Dragos's solution](#)

418.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Dragos's solution](#)

419.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Dragos's solution](#)

420.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[Dragos's solution](#)

421.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Dragos's solution](#)

422.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Dragos's solution](#)

423.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Dragos's solution](#)

424.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Dragos's solution](#)

425.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Dragos's solution](#)

426.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Dragos's solution](#)

427.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[Dragos's solution](#)

428.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[Dragos's solution](#)

429.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[Dragos's solution](#)

430.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[Dragos's solution](#)

431.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Dragos's solution](#)

432.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
[Dragos's solution](#)

433.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
[Dragos's solution](#)

434.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[Dragos's solution](#)

435.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[Dragos's solution](#)

436.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[Dragos's solution](#)

437.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Dragos's solution](#)

438.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Dragos's solution](#)

439.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Dragos's solution](#)

440.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Dragos's solution](#)

441.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Dragos's solution](#)

442.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Dragos's solution](#)

443.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Dragos's solution](#)

444.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Dragos's solution](#)

445.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

446.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Dragos's solution](#)

447.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Dragos's solution](#)

448.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Dragos's solution](#)

449.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Dragos's solution](#)

450.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[Dragos's solution](#)

451.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Dragos's solution](#)

452.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Dragos's solution](#)

453.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Dragos's solution](#)

454.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Dragos's solution](#)

455.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2015-12-15 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[Dragos's solution](#)

456.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Dragos's solution](#)

457.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · last AC: 2015-06-06 · GNU C++ (first AC) · Tags: games

[Dragos's solution](#)

458.

526D

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

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

[Dragos's solution](#)

459.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: graphs, math

[Dragos's solution](#)

460.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Dragos's solution](#)

461.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[Dragos's solution](#)

462.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Dragos's solution](#)

463.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Dragos's solution](#)

464.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Dragos's solution](#)

465.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[Dragos's solution](#)

466.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Dragos's solution](#)

467.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Dragos's solution](#)

468.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Dragos's solution](#)

469.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Dragos's solution](#)

470.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Dragos's solution](#)

471.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Dragos's solution](#)

472.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Dragos's solution](#)

473.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings

[Dragos's solution](#)

474.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Dragos's solution](#)

475.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Dragos's solution](#)

476.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Dragos's solution](#)

477.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-08-03 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Dragos's solution](#)

478.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

479.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Dragos's solution](#)

480.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Dragos's solution](#)

481.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Dragos's solution](#)

482.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Dragos's solution](#)

483.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Dragos's solution](#)

484.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Dragos's solution](#)

485.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Dragos's solution](#)

486.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Dragos's solution](#)

487.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

488.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Dragos's solution](#)

489.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Dragos's solution](#)

490.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-01 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Dragos's solution](#)

491.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Dragos's solution](#)

492.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Dragos's solution](#)

493.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Dragos's solution](#)

494.

1955H

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

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Dragos's solution](#)

495.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Dragos's solution](#)

496.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, strings, trees

[Dragos's solution](#)

497.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Dragos's solution](#)

498.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Dragos's solution](#)

499.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Dragos's solution](#)

500.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Dragos's solution](#)

501.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Dragos's solution](#)

502.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[Dragos's solution](#)

503.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Dragos's solution](#)

504.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Dragos's solution](#)

505.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Dragos's solution](#)

506.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Dragos's solution](#)

507.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Dragos's solution](#)

508.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Dragos's solution](#)

509.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Dragos's solution](#)

510.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Dragos's solution](#)

511.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Dragos's solution](#)

512.

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Dragos's solution](#)

513.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-04-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Dragos's solution](#)

514.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2012-02-06 · GNU C++ (first AC) · Tags: flows, graphs, shortest paths

[Dragos's solution](#)

515.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Dragos's solution](#)

516.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Dragos's solution](#)

517.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[Dragos's solution](#)

518.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Dragos's solution](#)

519.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-02-05 · last AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Dragos's solution](#)

520.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Dragos's solution](#)

521.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Dragos's solution](#)

522.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Dragos's solution](#)

523.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Dragos's solution](#)

524.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Dragos's solution](#)

525.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Dragos's solution](#)

526.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Dragos's solution](#)

527.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Dragos's solution](#)

528.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Dragos's solution](#)

529.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Dragos's solution](#)

530.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Dragos's solution](#)

531.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Dragos's solution](#)

532.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Dragos's solution](#)

533.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Dragos's solution](#)

534.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Dragos's solution](#)

535.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Dragos's solution](#)

536.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Dragos's solution](#)

537.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Dragos's solution](#)

538.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Dragos's solution](#)

539.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Dragos's solution](#)

540.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Dragos's solution](#)

541.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Dragos's solution](#)

542.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Dragos's solution](#)

543.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Dragos's solution](#)

544.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Dragos's solution](#)

545.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Dragos's solution](#)

546.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[Dragos's solution](#)

547.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft
[Dragos's solution](#)

548.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[Dragos's solution](#)

549.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[Dragos's solution](#)

550.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[Dragos's solution](#)

551.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[Dragos's solution](#)

552.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[Dragos's solution](#)

553.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[Dragos's solution](#)

554.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[Dragos's solution](#)

555.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[Dragos's solution](#)

556.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Dragos's solution](#)

557.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Dragos's solution](#)

558.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Dragos's solution](#)

559.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Dragos's solution](#)

560.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Dragos's solution](#)

561.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Dragos's solution](#)

562.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Dragos's solution](#)

563.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Dragos's solution](#)

564.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory

[Dragos's solution](#)

565.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Dragos's solution](#)

566.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, graphs, implementation, math, trees

[Dragos's solution](#)

567.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Dragos's solution](#)

568.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Dragos's solution](#)

569.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Dragos's solution](#)

570.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Dragos's solution](#)

571.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Dragos's solution](#)

572.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Dragos's solution](#)

573.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Dragos's solution](#)

574.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Dragos's solution](#)

575.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Dragos's solution](#)

576.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Dragos's solution](#)

577.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Dragos's solution](#)

578.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2023-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Dragos's solution](#)

579.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Dragos's solution](#)

580.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Dragos's solution](#)

581.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Dragos's solution](#)

582.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Dragos's solution](#)

583.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Dragos's solution](#)

584.

699E

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Dragos's solution](#)

585.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Dragos's solution](#)

586.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Dragos's solution](#)

587.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Dragos's solution](#)

588.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Dragos's solution](#)

589.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, graphs, math

[Dragos's solution](#)

590.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Dragos's solution](#)

591.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Dragos's solution](#)

592.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Dragos's solution](#)

593.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

[Dragos's solution](#)

594.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Dragos's solution](#)

595.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Dragos's solution](#)

596.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Dragos's solution](#)

597.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Dragos's solution](#)

598.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Dragos's solution](#)

599.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Dragos's solution](#)

600.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Dragos's solution](#)

601.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Dragos's solution](#)

602.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Dragos's solution](#)

603.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Dragos's solution](#)

604.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Dragos's solution](#)

605.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Dragos's solution](#)

606.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Dragos's solution](#)

607.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Dragos's solution](#)

608.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Dragos's solution](#)

609.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Dragos's solution](#)

610.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Dragos's solution](#)

611.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Dragos's solution](#)

612.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Dragos's solution](#)

613.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Dragos's solution](#)

614.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Dragos's solution](#)

615.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Dragos's solution](#)

616.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Dragos's solution](#)

617.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Dragos's solution](#)

618.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Dragos's solution](#)

619.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Dragos's solution](#)

620.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Dragos's solution](#)

621.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Dragos's solution](#)

622.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Dragos's solution](#)

623.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Dragos's solution](#)

624.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Dragos's solution](#)

625.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dp, games, hashing, implementation, math, number theory, sortings

[Dragos's solution](#)

626.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Dragos's solution](#)

627.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[Dragos's solution](#)

628.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Dragos's solution](#)

629.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Dragos's solution](#)

630.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Dragos's solution](#)

631.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Dragos's solution](#)

632.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Dragos's solution](#)

633.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Dragos's solution](#)

634.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Dragos's solution](#)

635.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Dragos's solution](#)

636.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Dragos's solution](#)

637.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Dragos's solution](#)

638.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Dragos's solution](#)

639.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Dragos's solution](#)

640.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Dragos's solution](#)

641.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Dragos's solution](#)

642.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Dragos's solution](#)

643.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Dragos's solution](#)

644.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Dragos's solution](#)

645.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Dragos's solution](#)

646.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Dragos's solution](#)

647.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-17 · last AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[Dragos's solution](#)

648.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Dragos's solution](#)

649.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Dragos's solution](#)

650.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Dragos's solution](#)

651.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[Dragos's solution](#)

652.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Dragos's solution](#)

653.

778C

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

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Dragos's solution](#)

654.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Dragos's solution](#)

655.

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Dragos's solution](#)

656.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[Dragos's solution](#)

657.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-11-08 · GNU C++ (first AC) · Tags: divide and conquer, math

[Dragos's solution](#)

658.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Dragos's solution](#)

659.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Dragos's solution](#)

660.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-30 · last AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Dragos's solution](#)

661.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Dragos's solution](#)

662.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[Dragos's solution](#)

663.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory

[Dragos's solution](#)

664.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Dragos's solution](#)

665.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Dragos's solution](#)

666.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Dragos's solution](#)

667.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[Dragos's solution](#)

668.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Dragos's solution](#)

669.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[Dragos's solution](#)

670.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[Dragos's solution](#)

671.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Dragos's solution](#)

672.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[Dragos's solution](#)

673.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees
[Dragos's solution](#)

674.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[Dragos's solution](#)

675.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Dragos's solution](#)

676.

1341F

[Nastya and Time Machine](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Dragos's solution](#)

677.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Dragos's solution](#)

678.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Dragos's solution](#)

679.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Dragos's solution](#)

680.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Dragos's solution](#)

681.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Dragos's solution](#)

682.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dragos's solution](#)

683.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Dragos's solution](#)

684.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Dragos's solution](#)

685.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Dragos's solution](#)

686.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Dragos's solution](#)

687.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Dragos's solution](#)

688.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Dragos's solution](#)

689.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Dragos's solution](#)

690.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Dragos's solution](#)

691.

513F1

[Scavgerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Dragos's solution](#)

692.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Dragos's solution](#)

693.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Dragos's solution](#)

694.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Dragos's solution](#)

695.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Dragos's solution](#)

696.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2020-01-03 · last AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Dragos's solution](#)

697.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Dragos's solution](#)

698.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[Dragos's solution](#)

699.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Dragos's solution](#)

700.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Dragos's solution](#)

701.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Dragos's solution](#)

702.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Dragos's solution](#)

703.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Dragos's solution](#)

704.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Dragos's solution](#)

705.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Dragos's solution](#)

706.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[Dragos's solution](#)

707.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[Dragos's solution](#)

708.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: dp, sortings

[Dragos's solution](#)

709.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Dragos's solution](#)

710.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[Dragos's solution](#)

711.

105214G

[Graffiti](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Dragos's solution](#)

712.

105214A

[Anton's ABCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Dragos's solution](#)

713.

105214E

[Enumerating Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Dragos's solution](#)

714.

105214F

[Football in Osijek](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Dragos's solution](#)

715.

105214K

[King's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Dragos's solution](#)

716.

105214C

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

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Dragos's solution](#)

717.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[Dragos's solution](#)

718.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

719.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

720.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

721.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

722.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: —
[Dragos's solution](#)

723.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · last AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

724.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: —
[Dragos's solution](#)

725.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[Dragos's solution](#)

726.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: —
[Dragos's solution](#)

727.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

728.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

729.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

730.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

731.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

732.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

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

[Dragos's solution](#)

733.

100624G

[Jewel heist](#) · [Tutorial](#)

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

[Dragos's solution](#)

734.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

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

[Dragos's solution](#)

735.

100624E

[Word equations](#) · [Tutorial](#)

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

[Dragos's solution](#)

736.

100624J

[Conservation](#) · [Tutorial](#)

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

[Dragos's solution](#)

737.

100624D

[Non-boring sequences](#) · [Tutorial](#)

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

[Dragos's solution](#)

738.

100624C

[Chemist's vows](#) · [Tutorial](#)

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

[Dragos's solution](#)

739.

100624A

[Kingdoms](#) · [Tutorial](#)

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

[Dragos's solution](#)

740.

100624H

[Darts](#) · [Tutorial](#)

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

[Dragos's solution](#)

741.

100543K

[The Imp](#) · [Tutorial](#)

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

[Dragos's solution](#)

742.

100543F

[Vocabulary](#) · [Tutorial](#)

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

[Dragos's solution](#)

743.

100543I

[Bricks](#) · [Tutorial](#)

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

[Dragos's solution](#)

744.

100543C

[Sums](#) · [Tutorial](#)

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

[Dragos's solution](#)

745.

100543D

[Wheels](#) · [Tutorial](#)

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

[Dragos's solution](#)

746.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

747.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

748.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

749.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

750.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

751.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

752.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

753.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

754.

100291E

[Stampede!](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

755.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

756.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

757.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

758.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

759.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

760.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

761.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-21 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

762.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

763.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

764.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

765.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

766.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

767.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

768.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

769.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

770.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

771.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

772.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

773.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

774.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

775.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

776.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

777.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

778.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

779.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-29 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

780.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

781.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

782.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

783.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

784.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

785.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

786.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · last AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

787.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

788.

101102I

[Simple Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · last AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

789.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

790.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

791.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

792.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

793.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

794.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

795.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

796.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

797.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

798.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

799.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

800.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

801.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

802.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · last AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

803.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

804.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

805.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · last AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

806.

100733J

[Summer Wars](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

807.

101102K

[Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

808.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

809.

101102J

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

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

810.

101102L

[Starry Night](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

811.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

812.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

813.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

814.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

815.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

816.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

817.

100733I

[The Cool Monkeys](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

818.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

819.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

820.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

821.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

822.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

823.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

824.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

825.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

826.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

827.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

828.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

829.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

830.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

831.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

832.

101095B

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

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Dragos's solution](#)

833.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

834.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

835.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

836.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

837.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

838.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

839.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

840.

100796J

[Narrow Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-01 · Java 8 (first AC) · Tags: —

[Dragos's solution](#)

841.

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

842.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

843.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

844.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[Dragos's solution](#)

845.

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

846.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

847.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

848.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

849.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

850.

100236K

[Killer Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

851.

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

852.

100975D

[Strange Things](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · Java 8 (first AC) · Tags: —

[Dragos's solution](#)

853.

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

854.

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

855.

100975J

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

856.

100975A

[Black-White Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

857.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · last AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

858.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

859.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

860.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

861.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

862.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

863.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

864.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

865.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

866.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

867.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

868.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

869.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

870.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

871.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

872.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

873.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

874.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

875.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

876.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

877.

100796B

[Wet Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

878.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

879.

100796E

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

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

880.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

881.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

882.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

883.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

884.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

885.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

886.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

887.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

888.

100648D

[The Mastermind Master's Mind](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-06 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

889.

100648H

[Stake Your Claim](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

890.

100648C

[Mahershalalhashbaz, Nebuchadnezzar, and Billy Bob Benjamin Go to the Re...](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

891.

100648E

[Plaque Pack](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

892.

100648B

[Hie with the Pie](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

893.

100648G

[Snakes on a Plane](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

894.

100648A

[Caterpillar](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-05 · GNU C++11 (first AC) · Tags: —

[Dragos's solution](#)

895.

100676G

[G. Training Camp](#) · [Tutorial](#)

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

[Dragos's solution](#)

896.

100676F

[F. Palindrome](#) · [Tutorial](#)

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

[Dragos's solution](#)

897.

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

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

[Dragos's solution](#)

898.

100676C

[C. Memory is Full](#) · [Tutorial](#)

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

[Dragos's solution](#)

899.

100676B

[B. Three Angles](#) · [Tutorial](#)

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

[Dragos's solution](#)

900.

100676D

[D. Sudoku](#) · [Tutorial](#)

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

[Dragos's solution](#)

901.

100676A

[A. Relational Operator](#) · [Tutorial](#)

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

[Dragos's solution](#)

902.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-23 · last AC: 2014-11-23 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

903.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

904.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

905.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

906.

100495F

[Snake++](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

907.

100495K

[Wolf and sheep](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

908.

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

909.

100495B

[Don't swear!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

910.

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

911.

100532C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

912.

100532G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

913.

100532K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-15 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

914.

100532J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-15 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

915.

100526I

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

916.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

917.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

918.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

919.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

920.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

921.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

922.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

923.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

924.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

925.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

926.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

927.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

928.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

929.

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

930.

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

931.

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

932.

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

933.

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

934.

100488M

[Construct a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

935.

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

936.

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

937.

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

938.

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

939.

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-22 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

940.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

941.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

942.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

943.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

944.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

945.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

946.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

947.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

948.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

949.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

950.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · last AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

951.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

952.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

953.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

954.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-31 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

955.

100254A

[Song contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

956.

100254H

[Diamond Dealer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

957.

100254B

[Message](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

958.

100254E

[Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

959.

100254L

[Rolling Cube](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

960.

100254I

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

961.

100254K

[Keks](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

962.

100254J

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

963.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

964.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

965.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

966.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

967.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

968.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

969.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-19 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

970.

100236C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

971.

100236D

[Dreamer Land of Kashan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

972.

100236E

[Era of Winter Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

973.

100236F

[Find The Problem!](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

974.

100236A

[Arrangement of RGB Balls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: —

[Dragos's solution](#)

975.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

976.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

977.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

978.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

979.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

980.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

981.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

982.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

983.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

984.

100247H

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

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)

985.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: —

[Dragos's solution](#)