

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

<https://cfelitetracker.vercel.app>

Unique solved — EbTech

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

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

Filters: none

Count: 481

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-11 · last AC: 2026-03-11 · Python 3 (first AC) · Tags: greedy, strings

[EbTech's solution](#)

2.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,943 global accepts · Rating: 800 · first AC: 2025-03-06 · Python 3 (first AC) · Tags: implementation

[EbTech's solution](#)

3.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · Rust (first AC) · Tags: greedy, math

[EbTech's solution](#)

4.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · Rust (first AC) · Tags: greedy, implementation

[EbTech's solution](#)

5.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · Rust (first AC) · Tags: greedy

[EbTech's solution](#)

6.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · Rust (first AC) · Tags: math

[EbTech's solution](#)

7.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · Rust (first AC) · Tags: greedy

[EbTech's solution](#)

8.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-04-20 · Rust (first AC) · Tags: implementation, strings

[EbTech's solution](#)

9.

513A

[Game](#) · [Tutorial](#)

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

[EbTech's solution](#)

10.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation

[EbTech's solution](#)

11.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[EbTech's solution](#)

12.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2012-03-04 · last AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, implementation

[EbTech's solution](#)

13.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[EbTech's solution](#)

14.

611A

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

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

[EbTech's solution](#)

15.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[EbTech's solution](#)

16.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[EbTech's solution](#)

17.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[EbTech's solution](#)

18.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[EbTech's solution](#)

19.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2013-04-02 · Scala (first AC) · Tags: math

[EbTech's solution](#)

20.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[EbTech's solution](#)

21.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · last AC: 2011-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

22.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · Rust (first AC) · Tags: implementation, strings

[EbTech's solution](#)

23.

1033B

[Square Difference · Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[EbTech's solution](#)

24.

799A

[Carrot Cakes · Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-05-11 · Rust (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

25.

316A1

[Special Task · Tutorial](#)

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

[EbTech's solution](#)

26.

196A

[Lexicographically Maximum Subsequence · Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings

[EbTech's solution](#)

27.

158B

[Taxi · Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[EbTech's solution](#)

28.

120C

[Winnie-the-Pooh and honey · Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation, math

[EbTech's solution](#)

29.

120B

[Quiz League · Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[EbTech's solution](#)

30.

1517B

[Morning Jogging · Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · Rust (first AC) · Tags: constructive algorithms, greedy, sortings

[EbTech's solution](#)

31.

1205A

[Almost Equal · Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · Rust (first AC) · Tags: constructive algorithms, greedy, math

[EbTech's solution](#)

32.

1149A

[Prefix Sum Primes · Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · Rust (first AC) · Tags: constructive algorithms, greedy, math, number theory

[EbTech's solution](#)

33.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2016-06-17 · last AC: 2016-06-17 · Java 8 (first AC) · Tags: sortings

[EbTech's solution](#)

34.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[EbTech's solution](#)

35.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[EbTech's solution](#)

36.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

37.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: strings

[EbTech's solution](#)

38.

176A

[Trading Business](#) · [Tutorial](#)

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

[EbTech's solution](#)

39.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++0x (first AC) · Tags: *special, constructive algorithms

[EbTech's solution](#)

40.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: greedy

[EbTech's solution](#)

41.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[EbTech's solution](#)

42.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · Rust (first AC) · Tags: geometry, greedy, math

[EbTech's solution](#)

43.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · Rust (first AC) · Tags: combinatorics, greedy, math

[EbTech's solution](#)

44.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · Rust (first AC) · Tags: dp, strings

[EbTech's solution](#)

45.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · Rust (first AC) · Tags: implementation, strings

[EbTech's solution](#)

46.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · Rust (first AC) · Tags: implementation

[EbTech's solution](#)

47.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[EbTech's solution](#)

48.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

49.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, implementation, strings

[EbTech's solution](#)

50.

288A

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

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

[EbTech's solution](#)

51.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,350 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[EbTech's solution](#)

52.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[EbTech's solution](#)

53.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

54.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-04 · last AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[EbTech's solution](#)

55.

173A

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

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

[EbTech's solution](#)

56.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++0x (first AC) · Tags: *special, brute force

[EbTech's solution](#)

57.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++0x (first AC) · Tags: *special, combinatorics

[EbTech's solution](#)

58.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[EbTech's solution](#)

59.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · last AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[EbTech's solution](#)

60.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-24 · GNU C++ (first AC) · Tags: implementation, math

[EbTech's solution](#)

61.

85A

[Domino](#) · [Tutorial](#)

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

[EbTech's solution](#)

62.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math

[EbTech's solution](#)

63.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[EbTech's solution](#)

64.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[EbTech's solution](#)

65.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1400 · first AC: 2017-05-11 · Rust (first AC) · Tags: data structures, implementation

[EbTech's solution](#)

66.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

67.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[EbTech's solution](#)

68.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[EbTech's solution](#)

69.

513B1

[Permutations](#) · [Tutorial](#)

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

[EbTech's solution](#)

70.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[EbTech's solution](#)

71.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[EbTech's solution](#)

72.

316A2

[Special Task](#) · [Tutorial](#)

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

[EbTech's solution](#)

73.

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[EbTech's solution](#)

74.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings

[EbTech's solution](#)

75.

198B

[Jumping on Walls](#) · [Tutorial](#)

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

[EbTech's solution](#)

76.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[EbTech's solution](#)

77.

158C

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

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2012-03-04 · last AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[EbTech's solution](#)

78.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math

[EbTech's solution](#)

79.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees

[EbTech's solution](#)

80.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force

[EbTech's solution](#)

81.

107A

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

Quality: 5,909 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[EbTech's solution](#)

82.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[EbTech's solution](#)

83.

79B

[Colorful Field](#) · [Tutorial](#)

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

[EbTech's solution](#)

84.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[EbTech's solution](#)

85.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2025-03-06 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[EbTech's solution](#)

- 86.**
1416A
[k-Amazing Numbers](#) · [Tutorial](#)
Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · Rust (first AC) · Tags: binary search, data structures, implementation, two pointers
[EbTech's solution](#)
- 87.**
1340A
[Nastya and Strange Generator](#) · [Tutorial](#)
Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · Rust (first AC) · Tags: brute force, data structures, greedy, implementation
[EbTech's solution](#)
- 88.**
1338A
[Powered Addition](#) · [Tutorial](#)
Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-12 · Rust (first AC) · Tags: greedy, math
[EbTech's solution](#)
- 89.**
1307C
[Cow and Message](#) · [Tutorial](#)
Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · Rust (first AC) · Tags: brute force, dp, math, strings
[EbTech's solution](#)
- 90.**
1178D
[Prime Graph](#) · [Tutorial](#)
Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · Rust (first AC) · Tags: constructive algorithms, greedy, math, number theory
[EbTech's solution](#)
- 91.**
1179A
[Valeriy and Deque](#) · [Tutorial](#)
Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · Rust (first AC) · Tags: data structures, implementation
[EbTech's solution](#)
- 92.**
1161A
[Hide and Seek](#) · [Tutorial](#)
Rating: 1500 · first AC: 2019-05-04 · Rust (first AC) · Tags: brute force, data structures, graphs
[EbTech's solution](#)
- 93.**
611C
[New Year and Domino](#) · [Tutorial](#)
Quality: 9,042 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[EbTech's solution](#)
- 94.**
528A
[Glass Carving](#) · [Tutorial](#)
Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation
[EbTech's solution](#)
- 95.**
414A
[Mashmokh and Numbers](#) · [Tutorial](#)
Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[EbTech's solution](#)
- 96.**
316E1
[Summer Homework](#) · [Tutorial](#)
Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
[EbTech's solution](#)

97.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[EbTech's solution](#)

98.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[EbTech's solution](#)

99.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · Scala (first AC) · Tags: combinatorics

[EbTech's solution](#)

100.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[EbTech's solution](#)

101.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[EbTech's solution](#)

102.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[EbTech's solution](#)

103.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[EbTech's solution](#)

104.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[EbTech's solution](#)

105.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: greedy, strings

[EbTech's solution](#)

106.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · Rust (first AC) · Tags: constructive algorithms, greedy, number theory

[EbTech's solution](#)

107.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · Rust (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[EbTech's solution](#)

108.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · Rust (first AC) · Tags: binary search, brute force, data structures, sortings
[EbTech's solution](#)

109.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · Rust (first AC) · Tags: sortings, two pointers
[EbTech's solution](#)

110.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-06-04 · last AC: 2019-06-07 · Rust (first AC) · Tags: greedy, math, sortings
[EbTech's solution](#)

111.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · Rust (first AC) · Tags: binary search, brute force, two pointers
[EbTech's solution](#)

112.

1033C

[Permutation Game](#) · [Tutorial](#)

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

113.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[EbTech's solution](#)

114.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[EbTech's solution](#)

115.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math
[EbTech's solution](#)

116.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[EbTech's solution](#)

117.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[EbTech's solution](#)

118.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: implementation

[EbTech's solution](#)

119.

343A

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

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[EbTech's solution](#)

120.

343B

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

Quality: 17,321 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[EbTech's solution](#)

121.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[EbTech's solution](#)

122.

316B2

[EKG](#) · [Tutorial](#)

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

[EbTech's solution](#)

123.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, greedy

[EbTech's solution](#)

124.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[EbTech's solution](#)

125.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-17 · last AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[EbTech's solution](#)

126.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[EbTech's solution](#)

127.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks

[EbTech's solution](#)

128.

209A

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

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2012-08-14 · GNU C++ (first AC) · Tags: dp, math

[EbTech's solution](#)

129.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++0x (first AC) · Tags: *special, brute force, implementation, number theory

[EbTech's solution](#)

130.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-14 · GNU C++ (first AC) · Tags: brute force, math

[EbTech's solution](#)

131.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[EbTech's solution](#)

132.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-06-11 · GNU C++ (first AC) · Tags: math

[EbTech's solution](#)

133.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings

[EbTech's solution](#)

134.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[EbTech's solution](#)

135.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · Rust (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[EbTech's solution](#)

136.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · Rust (first AC) · Tags: bitmasks, dp, graphs, greedy

[EbTech's solution](#)

137.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · Rust (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[EbTech's solution](#)

138.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · Rust (first AC) · Tags: games, math

[EbTech's solution](#)

139.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · Rust (first AC) · Tags: constructive algorithms, sortings

[EbTech's solution](#)

140.

1168A

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

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · Rust (first AC) · Tags: binary search, greedy

[EbTech's solution](#)

141.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · last AC: 2019-04-21 · Rust (first AC) · Tags: bitmasks, graphs, interactive

[EbTech's solution](#)

142.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · Rust (first AC) · Tags: brute force, math

[EbTech's solution](#)

143.

806A

[Success Rate](#) · [Tutorial](#)

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

[EbTech's solution](#)

144.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[EbTech's solution](#)

145.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[EbTech's solution](#)

146.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: binary search, implementation, math

[EbTech's solution](#)

147.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[EbTech's solution](#)

148.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[EbTech's solution](#)

149.

269B

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

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

[EbTech's solution](#)

150.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[EbTech's solution](#)

151.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,514 global accepts · Rating: 1700 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: geometry, implementation, math

[EbTech's solution](#)

152.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[EbTech's solution](#)

153.

198A

[About Bacteria](#) · [Tutorial](#)

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

[EbTech's solution](#)

154.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[EbTech's solution](#)

155.

191B

[Demonstration](#) · [Tutorial](#)

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

[EbTech's solution](#)

156.

176B

[Word Cut](#) · [Tutorial](#)

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

[EbTech's solution](#)

157.

164A

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

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

[EbTech's solution](#)

158.

163A

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

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

[EbTech's solution](#)

159.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[EbTech's solution](#)

160.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[EbTech's solution](#)

161.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[EbTech's solution](#)

162.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[EbTech's solution](#)

163.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[EbTech's solution](#)

164.

65B

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

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[EbTech's solution](#)

165.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · Rust (first AC) · Tags: dp, graphs, shortest paths

[EbTech's solution](#)

166.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · Rust (first AC) · Tags: brute force, constructive algorithms, games, greedy

[EbTech's solution](#)

167.

1338B

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

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

[EbTech's solution](#)

168.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · Rust (first AC) · Tags: games

[EbTech's solution](#)

169.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · Rust (first AC) · Tags: constructive algorithms

[EbTech's solution](#)

170.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-06 · last AC: 2019-06-07 · Rust (first AC) · Tags: data structures, greedy, strings, trees

[EbTech's solution](#)

171.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · Rust (first AC) · Tags: greedy, implementation

[EbTech's solution](#)

172.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · Rust (first AC) · Tags: greedy, sortings

[EbTech's solution](#)

173.

799C

[Fountains](#) · [Tutorial](#)

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

[EbTech's solution](#)

174.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[EbTech's solution](#)

175.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[EbTech's solution](#)

176.

528B

[Clique Problem](#) · [Tutorial](#)

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

[EbTech's solution](#)

177.

513G1

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

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

[EbTech's solution](#)

178.

513B2

[Permutations](#) · [Tutorial](#)

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

[EbTech's solution](#)

179.

280B

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

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

[EbTech's solution](#)

180.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

[EbTech's solution](#)

181.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[EbTech's solution](#)

182.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math, ternary search

[EbTech's solution](#)

183.

173B

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

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[EbTech's solution](#)

184.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[EbTech's solution](#)

185.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[EbTech's solution](#)

186.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[EbTech's solution](#)

187.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[EbTech's solution](#)

188.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-25 · GNU C++ (first AC) · Tags: brute force, number theory

[EbTech's solution](#)

189.

85B

[Embassy Queue](#) · [Tutorial](#)

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

[EbTech's solution](#)

190.

79C

[Beaver](#) · [Tutorial](#)

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

[EbTech's solution](#)

191.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities

[EbTech's solution](#)

192.

65A

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

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: implementation, math

[EbTech's solution](#)

193.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · Rust (first AC) · Tags: greedy, implementation, math, sortings

[EbTech's solution](#)

194.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · Rust (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[EbTech's solution](#)

195.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · Rust (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[EbTech's solution](#)

196.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · Rust (first AC) · Tags: brute force, two pointers

[EbTech's solution](#)

197.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · Rust (first AC) · Tags: hashing, implementation, strings

[EbTech's solution](#)

198.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[EbTech's solution](#)

199.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[EbTech's solution](#)

200.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[EbTech's solution](#)

201.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[EbTech's solution](#)

202.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[EbTech's solution](#)

203.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[EbTech's solution](#)

204.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: dp, flows, greedy

[EbTech's solution](#)

205.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[EbTech's solution](#)

206.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[EbTech's solution](#)

207.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[EbTech's solution](#)

208.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[EbTech's solution](#)

209.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[EbTech's solution](#)

210.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2012-05-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[EbTech's solution](#)

211.

173C

[Spiral Maximum](#) · [Tutorial](#)

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

[EbTech's solution](#)

212.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · last AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, dp, sortings

[EbTech's solution](#)

213.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-30 · last AC: 2011-08-30 · GNU C++ (first AC) · Tags: brute force, probabilities

[EbTech's solution](#)

214.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-08-30 · GNU C++ (first AC) · Tags: dp, dsu, trees

[EbTech's solution](#)

215.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-01-25 · last AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[EbTech's solution](#)

216.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-27 · Rust (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[EbTech's solution](#)

217.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · Rust (first AC) · Tags: constructive algorithms, greedy, math

[EbTech's solution](#)

218.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · Rust (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[EbTech's solution](#)

219.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · Rust (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[EbTech's solution](#)

220.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-09 · Rust (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[EbTech's solution](#)

221.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · Rust (first AC) · Tags: games

[EbTech's solution](#)

222.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-03-30 · Rust (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[EbTech's solution](#)

223.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[EbTech's solution](#)

224.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · Rust (first AC) · Tags: brute force, greedy

[EbTech's solution](#)

225.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[EbTech's solution](#)

226.

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[EbTech's solution](#)

227.

513C

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

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

[EbTech's solution](#)

228.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp

[EbTech's solution](#)

229.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · last AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[EbTech's solution](#)

230.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[EbTech's solution](#)

231.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-17 · last AC: 2012-11-17 · GNU C++ (first AC) · Tags: graphs, sortings

[EbTech's solution](#)

232.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[EbTech's solution](#)

233.

204C

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

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[EbTech's solution](#)

234.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[EbTech's solution](#)

235.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · last AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[EbTech's solution](#)

236.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · last AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[EbTech's solution](#)

237.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2012-06-02 · GNU C++ (first AC) · Tags: data structures, greedy

[EbTech's solution](#)

238.

176C

[Playing with Superglue](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2000 · first AC: 2012-04-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms

[EbTech's solution](#)

239.

164B

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

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · last AC: 2012-04-08 · GNU C++ (first AC) · Tags: two pointers

[EbTech's solution](#)

240.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2000 · first AC: 2012-04-01 · GNU C++0x (first AC) · Tags: *special, implementation

[EbTech's solution](#)

241.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[EbTech's solution](#)

242.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · last AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[EbTech's solution](#)

243.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · last AC: 2011-08-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[EbTech's solution](#)

244.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: implementation, math

[EbTech's solution](#)

245.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2013-09-14 · last AC: 2017-06-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[EbTech's solution](#)

246.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · last AC: 2017-05-04 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[EbTech's solution](#)

247.

571A

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

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[EbTech's solution](#)

248.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[EbTech's solution](#)

249.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search

[EbTech's solution](#)

250.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[EbTech's solution](#)

251.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2013-06-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[EbTech's solution](#)

252.

319C

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

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[EbTech's solution](#)

253.

269C

[Flawed Flow](#) · [Tutorial](#)

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

[EbTech's solution](#)

254.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · GNU C++ (first AC) · Tags: brute force, math

[EbTech's solution](#)

255.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2012-08-15 · GNU C++ (first AC) · Tags: constructive algorithms, math

[EbTech's solution](#)

256.

163C

[Conveyor](#) · [Tutorial](#)

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

[EbTech's solution](#)

257.

1338C

[Perfect Triples](#) · [Tutorial](#)

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

[EbTech's solution](#)

258.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · Rust (first AC) · Tags: combinatorics, dfs and similar, dp

[EbTech's solution](#)

259.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · last AC: 2019-06-22 · Rust (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[EbTech's solution](#)

260.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · last AC: 2019-06-07 · Rust (first AC) · Tags: bitmasks, dp

[EbTech's solution](#)

261.

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[EbTech's solution](#)

262.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[EbTech's solution](#)

263.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · last AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[EbTech's solution](#)

264.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[EbTech's solution](#)

265.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[EbTech's solution](#)

266.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[EbTech's solution](#)

267.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[EbTech's solution](#)

268.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[EbTech's solution](#)

269.

191E

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

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-30 · last AC: 2012-05-30 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[EbTech's solution](#)

270.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, hashing

[EbTech's solution](#)

271.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · Rust (first AC) · Tags: dp, greedy, implementation

[EbTech's solution](#)

272.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · Rust (first AC) · Tags: dp

[EbTech's solution](#)

273.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · Rust (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[EbTech's solution](#)

274.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · Rust (first AC) · Tags: brute force, games, greedy

[EbTech's solution](#)

275.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · Rust (first AC) · Tags: dp, probabilities

[EbTech's solution](#)

276.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · Rust (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[EbTech's solution](#)

277.

793C

[Mice problem](#) · [Tutorial](#)

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

[EbTech's solution](#)

278.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[EbTech's solution](#)

279.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[EbTech's solution](#)

280.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp

[EbTech's solution](#)

281.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[EbTech's solution](#)

282.

111D

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

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

[EbTech's solution](#)

283.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · GNU C++ (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[EbTech's solution](#)

284.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · last AC: 2019-07-15 · Rust (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[EbTech's solution](#)

285.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · last AC: 2019-06-01 · Rust (first AC) · Tags: graphs, implementation

[EbTech's solution](#)

286.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · Rust (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[EbTech's solution](#)

287.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2019-03-30 · Rust (first AC) · Tags: geometry

[EbTech's solution](#)

288.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[EbTech's solution](#)

289.

526E

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

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

[EbTech's solution](#)

290.

513G2

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

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

[EbTech's solution](#)

291.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, math, number theory

[EbTech's solution](#)

292.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-03 · last AC: 2013-04-03 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[EbTech's solution](#)

293.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp, math, number theory

[EbTech's solution](#)

294.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2012-08-15 · last AC: 2012-08-15 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[EbTech's solution](#)

295.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-26 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[EbTech's solution](#)

296.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, geometry

[EbTech's solution](#)

297.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[EbTech's solution](#)

298.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-09-01 · GNU C++ (first AC) · Tags: bitmasks, dp

[EbTech's solution](#)

299.

1361C

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

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

[EbTech's solution](#)

300.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · last AC: 2020-02-17 · Rust (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[EbTech's solution](#)

301.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · last AC: 2019-07-22 · Rust (first AC) · Tags: data structures, geometry, math, sortings

[EbTech's solution](#)

302.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[EbTech's solution](#)

303.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: hashing, strings

[EbTech's solution](#)

304.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · Rust (first AC) · Tags: binary search, geometry, ternary search

[EbTech's solution](#)

305.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-24 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[EbTech's solution](#)

306.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · last AC: 2019-07-21 · Rust (first AC) · Tags: dp

[EbTech's solution](#)

307.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · last AC: 2019-06-07 · Rust (first AC) · Tags: dp, probabilities

[EbTech's solution](#)

308.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-18 · last AC: 2019-06-03 · Rust (first AC) · Tags: constructive algorithms, geometry, greedy, math

[EbTech's solution](#)

309.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: data structures, trees

[EbTech's solution](#)

310.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[EbTech's solution](#)

311.

249C

[Piglet's Birthday](#) · [Tutorial](#)

Rating: 2600 · first AC: 2012-11-25 · GNU C++ (first AC) · Tags: dp, probabilities

[EbTech's solution](#)

312.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-13 · last AC: 2012-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[EbTech's solution](#)

313.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[EbTech's solution](#)

314.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · Rust (first AC) · Tags: data structures, implementation, trees

[EbTech's solution](#)

315.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[EbTech's solution](#)

316.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: combinatorics, probabilities

[EbTech's solution](#)

317.

98E

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

Quality: 558 global accepts · Rating: 2700 · first AC: 2011-07-23 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[EbTech's solution](#)

318.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · last AC: 2018-10-08 · Rust (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[EbTech's solution](#)

319.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2019-11-04 · last AC: 2019-11-04 · Rust (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[EbTech's solution](#)

320.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-13 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[EbTech's solution](#)

321.

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

322.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

323.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

324.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

325.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

326.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

327.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

328.

1357A5

[Distinguish Rz\(·, ·\) from Ry\(·, ·\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

329.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

330.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[EbTech's solution](#)

331.

1357A2

[Distinguish I, CNOTs and SWAP](#) · Tutorial

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

332.

1357A1

[Figure out direction of CNOT](#) · Tutorial

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

333.

1356A5

[Distinguish Z from -Z](#) · Tutorial

Quality: 334 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

334.

1356C

[Prepare state \$|0\rangle + |1\rangle\$](#) · Tutorial

Quality: 305 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

335.

1356B2

[Decrement](#) · Tutorial

Quality: 287 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

336.

1356B1

[Increment](#) · Tutorial

Quality: 286 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

337.

1356A4

[Distinguish I from X](#) · Tutorial

Quality: 461 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

338.

1356A3

[Distinguish Z from S](#) · Tutorial

Quality: 463 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

339.

1356A2

[Distinguish I from Z](#) · Tutorial

Quality: 490 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

340.

1356A1

[Distinguish I from X](#) · Tutorial

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[EbTech's solution](#)

341.

102500J

[Jackdaws And Crows](#) · Tutorial

Rating: — · first AC: 2020-05-09 · Rust (first AC) · Tags: —
[EbTech's solution](#)

342.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

343.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · Rust (first AC) · Tags: —

[EbTech's solution](#)

344.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

345.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · Rust (first AC) · Tags: —

[EbTech's solution](#)

346.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · last AC: 2020-01-25 · Rust (first AC) · Tags: —

[EbTech's solution](#)

347.

102201I

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

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

348.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

349.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

350.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

351.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

352.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

353.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

354.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

355.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

356.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

357.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

358.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

359.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · Rust (first AC) · Tags: —

[EbTech's solution](#)

360.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

361.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

362.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

363.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

364.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

365.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: —

[EbTech's solution](#)

366.

102319G

[Jonathan and Jason at the Jowling Jalley I](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

367.

102319A

[Andrew and Efficient Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[EbTech's solution](#)

368.

101875K

[Little Teo's Playtime](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · last AC: 2019-08-06 · Rust (first AC) · Tags: —

[EbTech's solution](#)

369.

102218F

[Freddy and the Chocolate Factory](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · last AC: 2019-07-12 · Rust (first AC) · Tags: —

[EbTech's solution](#)

370.

102218H

[Heartbreaker Radio Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · Rust (first AC) · Tags: —

[EbTech's solution](#)

371.

102218E

[Environmental Contingency](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · Rust (first AC) · Tags: —

[EbTech's solution](#)

372.

102218A

[Alan's Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · Rust (first AC) · Tags: —

[EbTech's solution](#)

373.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · Rust (first AC) · Tags: —

[EbTech's solution](#)

374.

102155I

[\$\\$leq\\$\$ or \$\\$geq\\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · Rust (first AC) · Tags: —

[EbTech's solution](#)

375.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

376.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · Rust (first AC) · Tags: —

[EbTech's solution](#)

377.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

378.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

379.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

380.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

381.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · last AC: 2019-05-18 · Rust (first AC) · Tags: —

[EbTech's solution](#)

382.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

383.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · Rust (first AC) · Tags: —

[EbTech's solution](#)

384.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

385.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

386.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

387.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[EbTech's solution](#)

388.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-01 · last AC: 2013-11-04 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

389.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-28 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

390.

100069D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-15 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

391.

100069H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-15 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

392.

100069B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-15 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

393.

100187G

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

394.

100187F

[Doomsday](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

395.

100187K

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

396.

100187J

[Deck Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

397.

100187M

[Heaviside Function](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

398.

100187E

[Two Labyrinths](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

399.

100187D

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

400.

100187H

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

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

401.

100187B

[A Lot of Joy](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

402.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

403.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

404.

100109B

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

Rating: — · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

405.

100110G

[RLE Size](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-23 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

406.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-09 · last AC: 2013-01-09 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

407.

100153G

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

Rating: — · first AC: 2013-01-07 · last AC: 2013-01-08 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

408.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

409.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

410.

100142A

[The Very Hard One](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-06 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

411.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · last AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

412.

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

413.

100090H

[Game with the Stones](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

414.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

415.

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

416.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

417.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

418.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

419.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

420.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

421.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

422.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

423.

100090C

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

Rating: — · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

424.

100078D

[Domestic Networks](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

425.

100078J

[Journey with Pigs](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

426.

100078I

[iChess](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

427.

100078G

[Given a string...](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

428.

100078C

[Crosses and Crosses](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

429.

100078B

[Beer Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

430.

100078A

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

431.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-26 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

432.

100066F

[Problems](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

433.

100066B

[Sequence-2](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

434.

100066E

[Tron](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

435.

100066G

[Totient function](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

436.

100066D

[Cottage demolition](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

437.

100066C

[Banana](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

438.

100065A

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

439.

100065E

[Player](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

440.

100065D

[Suggester](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

441.

100065B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-19 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

442.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-17 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

443.

100032E

[Awticulation disowdews](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

444.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

445.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-16 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

446.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-13 · last AC: 2012-08-16 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

447.

100049A

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

448.

100030J

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

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

449.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

450.

100030E

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

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

451.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

452.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

453.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

454.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

455.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

456.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

457.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

458.

100030A

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

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

459.

100048A

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

460.

100048B

[Binom](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · last AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

461.

100048C

[K Smallest Sums](#) · [Tutorial](#)

Rating: — · first AC: 2012-08-12 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

462.

100002G

[Ghost Busters](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-24 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

463.

100002E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-16 · last AC: 2012-06-16 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

464.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

465.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

466.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

467.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

468.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

469.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · last AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

470.

100002I

[Inlay Cutters](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

471.

100009E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

472.

100009D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

473.

100009C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

474.

100009A

[A · Tutorial](#)

Rating: — · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

475.

100008A

[A · Tutorial](#)

Rating: — · first AC: 2012-06-08 · last AC: 2012-06-08 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

476.

100008B

[B · Tutorial](#)

Rating: — · first AC: 2012-06-08 · last AC: 2012-06-08 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

477.

100008D

[D · Tutorial](#)

Rating: — · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

478.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-07 · last AC: 2012-06-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

479.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-07 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

480.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)

481.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: —

[EbTech's solution](#)