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Unique solved — Emiso

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

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

Filters: none

Count: 1,945

1.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Emiso's solution](#)

2.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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3.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,641 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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4.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[Emiso's solution](#)

5.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

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6.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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7.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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8.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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9.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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10.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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11.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Emiso's solution](#)

12.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Emiso's solution](#)

13.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

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14.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

15.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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16.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

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17.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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18.

1594A

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19.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Emiso's solution](#)

20.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

21.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Emiso's solution](#)

22.

1566A

[Median Maximization](#) · [Tutorial](#)

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23.

1569A

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24.

1567A

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25.

1556A

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26.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

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27.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

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28.

1553A

[Digits Sum](#) · [Tutorial](#)

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29.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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30.

1525A

[Potion-making](#) · [Tutorial](#)

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31.

1535A

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Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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32.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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33.

1481A

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34.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

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35.

1472B

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Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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36.

1472A

[Cards for Friends](#) · [Tutorial](#)

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37.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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38.

1455A

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

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[Emiso's solution](#)

39.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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40.

1440A

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41.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

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42.

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

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- 43.**
1451A
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Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 44.**
1452C
[Two Brackets](#) · [Tutorial](#)
Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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- 45.**
1452A
[Robot Program](#) · [Tutorial](#)
Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[Emiso's solution](#)
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1437A
[Marketing Scheme](#) · [Tutorial](#)
Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Emiso's solution](#)
- 47.**
1428A
[Box is Pull](#) · [Tutorial](#)
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[Emiso's solution](#)
- 48.**
1392B
[Omkar and Infinity Clock](#) · [Tutorial](#)
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Emiso's solution](#)
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1392A
[Omkar and Password](#) · [Tutorial](#)
Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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- 50.**
1399A
[Remove Smallest](#) · [Tutorial](#)
Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Emiso's solution](#)
- 51.**
1399B
[Gifts Fixing](#) · [Tutorial](#)
Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Emiso's solution](#)
- 52.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[Emiso's solution](#)
- 53.**
1307A
[Cow and Haybales](#) · [Tutorial](#)
Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

54.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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55.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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56.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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57.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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58.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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59.

1162A

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

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60.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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61.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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62.

1130A

[Be Positive](#) · [Tutorial](#)

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63.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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64.

1056A

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[Emiso's solution](#)

65.

1075A

[The King's Race](#) · [Tutorial](#)

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66.

1043A

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67.

551A

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68.

41A

[Translation](#) · [Tutorial](#)

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69.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

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70.

1060A

[Phone Numbers](#) · [Tutorial](#)

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71.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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72.

760A

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

Quality: 8,645 global accepts · Rating: 800 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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73.

1017A

[The Rank](#) · [Tutorial](#)

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74.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

75.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

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76.

681A

[A Good Contest](#) · [Tutorial](#)

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[Emiso's solution](#)

77.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Emiso's solution](#)

78.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

79.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

80.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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81.

950A

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82.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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83.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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84.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math

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85.

939A

[Love Triangle](#) · [Tutorial](#)

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[Emiso's solution](#)

86.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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87.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

88.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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89.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

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[Emiso's solution](#)

90.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,842 global accepts · Rating: 800 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

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91.

884A

[Book Reading](#) · [Tutorial](#)

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92.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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93.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

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94.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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95.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation

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96.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

97.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

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98.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,308 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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99.

785A

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

Quality: 110,978 global accepts · Rating: 800 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: implementation, strings

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100.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

101.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

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102.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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103.

747A

[Display Size](#) · [Tutorial](#)

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

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104.

735A

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105.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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106.

734A

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107.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

108.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

109.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation, math

[Emiso's solution](#)

110.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

111.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

112.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,390 global accepts · Rating: 800 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

113.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

114.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,682 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

115.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

116.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-04 · last AC: 2016-02-08 · GNU C++ (first AC) · Tags: math

[Emiso's solution](#)

117.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

118.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

119.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

120.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

121.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2014-12-07 · last AC: 2014-12-07 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Emiso's solution](#)

122.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C (first AC) · Tags: implementation

[Emiso's solution](#)

123.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C (first AC) · Tags: greedy, math

[Emiso's solution](#)

124.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

125.

486A

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

Quality: 154,173 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C (first AC) · Tags: implementation, math

[Emiso's solution](#)

126.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Emiso's solution](#)

127.

281A

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

Quality: 271,055 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, strings

[Emiso's solution](#)

128.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,437 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Emiso's solution](#)

129.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, strings

[Emiso's solution](#)

130.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,225 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

131.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C (first AC) · Tags: math, number theory

[Emiso's solution](#)

132.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2014-09-21 · GNU C (first AC) · Tags: math, probabilities

[Emiso's solution](#)

133.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2014-09-21 · GNU C (first AC) · Tags: brute force, math

[Emiso's solution](#)

134.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2014-09-21 · GNU C (first AC) · Tags: *special, implementation

[Emiso's solution](#)

135.

71A

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

Quality: 503,385 global accepts · Rating: 800 · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: strings

[Emiso's solution](#)

136.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Emiso's solution](#)

137.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Emiso's solution](#)

138.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

139.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Emiso's solution](#)

140.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,598 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Emiso's solution](#)

141.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Emiso's solution](#)

142.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Emiso's solution](#)

143.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Emiso's solution](#)

144.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Emiso's solution](#)

145.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2021-05-15 · PyPy 3 (first AC) · Tags: geometry, math

[Emiso's solution](#)

146.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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

[Emiso's solution](#)

147.

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Emiso's solution](#)

148.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Emiso's solution](#)

149.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Emiso's solution](#)

150.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Emiso's solution](#)

151.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Emiso's solution](#)

152.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Emiso's solution](#)

153.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Emiso's solution](#)

154.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

155.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · last AC: 2019-10-16 · GNU C++ (first AC) · Tags: brute force, math, strings

[Emiso's solution](#)

156.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2016-01-28 · last AC: 2019-10-16 · GNU C++ (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

157.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2019-10-16 · Python 3 (first AC) · Tags: greedy

[Emiso's solution](#)

158.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Emiso's solution](#)

159.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

160.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

161.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

162.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Emiso's solution](#)

163.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

164.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

165.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Emiso's solution](#)

166.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

167.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · Python 2 (first AC) · Tags: brute force, implementation, strings

[Emiso's solution](#)

168.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

169.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

170.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2017-05-30 · last AC: 2017-11-25 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

171.

893A

[Chess For Three](#) · [Tutorial](#)

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

[Emiso's solution](#)

172.

879A

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

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

173.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

174.

872A

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

Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

175.

868A

[Bark to Unlock](#) · [Tutorial](#)

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

[Emiso's solution](#)

176.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · Python 2 (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

177.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

178.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[Emiso's solution](#)

179.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Emiso's solution](#)

180.

810A

[Straight <<A>>](#) · [Tutorial](#)

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

[Emiso's solution](#)

181.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

182.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,018 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[Emiso's solution](#)

183.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Emiso's solution](#)

184.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Emiso's solution](#)

185.

765A

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

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

[Emiso's solution](#)

186.

747B

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

Quality: 9,642 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings

[Emiso's solution](#)

187.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

188.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[Emiso's solution](#)

189.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[Emiso's solution](#)

190.

611A

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

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

[Emiso's solution](#)

191.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · last AC: 2015-11-13 · GNU C++ (first AC) · Tags: math

[Emiso's solution](#)

192.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2015-05-21 · GNU C++ (first AC) · Tags: math

[Emiso's solution](#)

193.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Emiso's solution](#)

194.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2014-11-29 · GNU C++ (first AC) · Tags: greedy

[Emiso's solution](#)

195.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Emiso's solution](#)

196.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: strings

[Emiso's solution](#)

197.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,715 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

198.

96A

[Football](#) · [Tutorial](#)

Quality: 193,685 global accepts · Rating: 900 · first AC: 2014-09-17 · GNU C++ (first AC) · Tags: implementation, strings

[Emiso's solution](#)

199.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Emiso's solution](#)

200.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Emiso's solution](#)

201.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

202.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

203.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Emiso's solution](#)

204.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

205.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Emiso's solution](#)

206.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[Emiso's solution](#)

207.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Emiso's solution](#)

208.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Emiso's solution](#)

209.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Emiso's solution](#)

210.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Emiso's solution](#)

211.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

212.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Emiso's solution](#)

213.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2014-10-15 · last AC: 2019-10-16 · GNU C++ (first AC) · Tags: greedy, strings

[Emiso's solution](#)

214.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

215.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

216.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Emiso's solution](#)

217.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

218.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

219.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Emiso's solution](#)

220.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

221.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Emiso's solution](#)

222.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

223.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Emiso's solution](#)

224.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Emiso's solution](#)

225.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

226.

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[Emiso's solution](#)

227.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

228.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

229.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

230.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Emiso's solution](#)

231.

979A

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

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

232.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

233.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

234.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

235.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

236.

816A

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

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

237.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Emiso's solution](#)

238.

779A

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

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

[Emiso's solution](#)

239.

777A

[Shell Game](#) · [Tutorial](#)

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

[Emiso's solution](#)

240.

766B

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

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Emiso's solution](#)

241.

766A

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

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Emiso's solution](#)

242.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

243.

742A

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

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Emiso's solution](#)

244.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

245.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

246.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Emiso's solution](#)

247.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

248.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,845 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[Emiso's solution](#)

249.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Emiso's solution](#)

250.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, math

[Emiso's solution](#)

251.

476A

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

Quality: 51,625 global accepts · Rating: 1000 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: implementation, math

[Emiso's solution](#)

252.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2014-09-17 · GNU C (first AC) · Tags: implementation, strings

[Emiso's solution](#)

253.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2014-09-17 · GNU C (first AC) · Tags: math

[Emiso's solution](#)

254.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Emiso's solution](#)

255.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

256.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Emiso's solution](#)

257.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Emiso's solution](#)

258.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Emiso's solution](#)

259.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Emiso's solution](#)

260.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Emiso's solution](#)

261.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Emiso's solution](#)

262.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

263.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Emiso's solution](#)

264.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Emiso's solution](#)

265.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Emiso's solution](#)

266.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · Python 2 (first AC) · Tags: constructive algorithms, games, math

[Emiso's solution](#)

267.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

268.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Emiso's solution](#)

269.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

270.

368B

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

Quality: 49,908 global accepts · Rating: 1100 · first AC: 2017-08-20 · last AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, dp

[Emiso's solution](#)

271.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Emiso's solution](#)

272.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

273.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Emiso's solution](#)

274.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

275.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Emiso's solution](#)

276.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

277.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Emiso's solution](#)

278.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Emiso's solution](#)

279.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · last AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

280.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · last AC: 2018-06-26 · GNU C++11 (first AC) · Tags: greedy

[Emiso's solution](#)

281.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Emiso's solution](#)

282.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

283.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

284.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

285.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

286.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Emiso's solution](#)

287.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

288.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

289.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Emiso's solution](#)

290.

877A

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

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-23 · PyPy 2 (first AC) · Tags: implementation, strings

[Emiso's solution](#)

291.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-24 · last AC: 2017-09-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Emiso's solution](#)

292.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

293.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

294.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

295.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

296.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-26 · Python 2 (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

297.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Emiso's solution](#)

298.

735B

[Urbanization](#) · [Tutorial](#)

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

[Emiso's solution](#)

299.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[Emiso's solution](#)

300.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

301.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · last AC: 2016-09-14 · GNU C++11 (first AC) · Tags: games, math

[Emiso's solution](#)

302.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[Emiso's solution](#)

303.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation, strings

[Emiso's solution](#)

304.

706B

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

Quality: 84,485 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[Emiso's solution](#)

305.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 1100 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[Emiso's solution](#)

306.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · last AC: 2016-02-08 · GNU C++ (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

307.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

308.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

309.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

310.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: geometry, implementation

[Emiso's solution](#)

311.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: math

[Emiso's solution](#)

312.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Emiso's solution](#)

313.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Emiso's solution](#)

314.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

315.

467B

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

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2014-12-06 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Emiso's solution](#)

316.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2014-11-28 · GNU C (first AC) · Tags: brute force, dp

[Emiso's solution](#)

317.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2014-11-23 · GNU C (first AC) · Tags: geometry, implementation, math

[Emiso's solution](#)

318.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2014-10-24 · GNU C (first AC) · Tags: brute force, implementation, math, number theory

[Emiso's solution](#)

319.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C (first AC) · Tags: implementation

[Emiso's solution](#)

320.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

321.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Emiso's solution](#)

322.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

323.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

324.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Emiso's solution](#)

325.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Emiso's solution](#)

326.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Emiso's solution](#)

327.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math,

sortings

[Emiso's solution](#)

328.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[Emiso's solution](#)

329.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Emiso's solution](#)

330.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Emiso's solution](#)

331.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Emiso's solution](#)

332.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Emiso's solution](#)

333.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Emiso's solution](#)

334.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

335.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

336.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Emiso's solution](#)

337.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Emiso's solution](#)

338.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

339.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Emiso's solution](#)

340.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Emiso's solution](#)

341.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,347 global accepts · Rating: 1200 · first AC: 2019-11-11 · Python 3 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Emiso's solution](#)

342.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Emiso's solution](#)

343.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Emiso's solution](#)

344.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Emiso's solution](#)

345.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Emiso's solution](#)

346.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

347.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Emiso's solution](#)

348.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Emiso's solution](#)

349.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Emiso's solution](#)

350.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

351.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

352.

1023A

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

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

[Emiso's solution](#)

353.

1023C

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

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

[Emiso's solution](#)

354.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

355.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

356.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Emiso's solution](#)

357.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

358.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

359.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

360.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2018-05-23 · Python 2 (first AC) · Tags: implementation

[Emiso's solution](#)

361.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

362.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Emiso's solution](#)

363.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1200 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

364.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Emiso's solution](#)

365.

872B

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

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

366.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-15 · last AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Emiso's solution](#)

367.

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

368.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

369.

794B

[Cutting Carrot](#) · [Tutorial](#)

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

[Emiso's solution](#)

370.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

371.

779C

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

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Emiso's solution](#)

372.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Emiso's solution](#)

373.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

374.

749B

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

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Emiso's solution](#)

375.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Emiso's solution](#)

376.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

377.

709C

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

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[Emiso's solution](#)

378.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Emiso's solution](#)

379.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2016-02-04 · last AC: 2016-02-07 · GNU C++ (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

380.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

381.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

382.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

383.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[Emiso's solution](#)

384.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[Emiso's solution](#)

385.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2014-11-30 · GNU C (first AC) · Tags: math

[Emiso's solution](#)

386.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2014-11-30 · GNU C (first AC) · Tags: brute force, dp, implementation

[Emiso's solution](#)

387.

483C

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

Rating: 1200 · first AC: 2014-10-24 · GNU C (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

388.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Emiso's solution](#)

389.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[Emiso's solution](#)

390.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Emiso's solution](#)

391.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emiso's solution](#)

392.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

393.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Emiso's solution](#)

394.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Emiso's solution](#)

395.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Emiso's solution](#)

396.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Emiso's solution](#)

397.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Emiso's solution](#)

398.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Emiso's solution](#)

399.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Emiso's solution](#)

400.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Emiso's solution](#)

401.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Emiso's solution](#)

402.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Emiso's solution](#)

403.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

404.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Emiso's solution](#)

405.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2019-11-11 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

[Emiso's solution](#)

406.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · last AC: 2019-10-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[Emiso's solution](#)

407.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Emiso's solution](#)

408.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Emiso's solution](#)

409.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Emiso's solution](#)

410.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Emiso's solution](#)

411.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

412.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Emiso's solution](#)

413.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Emiso's solution](#)

414.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Emiso's solution](#)

415.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Emiso's solution](#)

416.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

417.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Emiso's solution](#)

418.

1058C

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

Rating: 1300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

419.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Emiso's solution](#)

420.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

421.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Emiso's solution](#)

422.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

423.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Emiso's solution](#)

424.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Emiso's solution](#)

425.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

426.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

427.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

428.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emiso's solution](#)

429.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

430.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Emiso's solution](#)

431.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Emiso's solution](#)

432.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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433.

899C

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434.

982B

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

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435.

893C

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Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-23 · last AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

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436.

965B

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437.

964B

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438.

962B

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439.

962A

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[Emiso's solution](#)

440.

932B

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441.

230B

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Quality: 95,848 global accepts · Rating: 1300 · first AC: 2017-10-27 · PyPy 2 (first AC) · Tags: binary search, implementation, math, number theory

[Emiso's solution](#)

442.

883F

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Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

443.

600B

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444.

876B

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[Emiso's solution](#)

445.

872C

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Quality: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Emiso's solution](#)

446.

862B

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Quality: 25,657 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Emiso's solution](#)

447.

840A

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Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

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448.

821B

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

[Emiso's solution](#)

449.

810B

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450.

807B

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Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

451.

792B

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Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

452.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[Emiso's solution](#)

453.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

454.

777B

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

[Emiso's solution](#)

455.

312B

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Quality: 13,380 global accepts · Rating: 1300 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Emiso's solution](#)

456.

750B

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Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Emiso's solution](#)

457.

747C

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Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[Emiso's solution](#)

458.

722A

[Broken Clock](#) · [Tutorial](#)

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

[Emiso's solution](#)

459.

716B

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[Emiso's solution](#)

460.

588B

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Quality: 14,994 global accepts · Rating: 1300 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: math

[Emiso's solution](#)

461.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[Emiso's solution](#)

462.

625C

[K-special Tables](#) · [Tutorial](#)

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[Emiso's solution](#)

463.

25A

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Quality: 103,896 global accepts · Rating: 1300 · first AC: 2014-12-01 · GNU C (first AC) · Tags: brute force

[Emiso's solution](#)

464.

185A

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[Emiso's solution](#)

465.

485B

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

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-05 · GNU C (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

466.

476B

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

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[Emiso's solution](#)

467.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Emiso's solution](#)

468.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Emiso's solution](#)

469.

799B

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Quality: 10,177 global accepts · Rating: 1400 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

470.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Emiso's solution](#)

471.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Emiso's solution](#)

472.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

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473.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Emiso's solution](#)

474.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Emiso's solution](#)

475.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Emiso's solution](#)

476.

1462D

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Quality: 18,137 global accepts · Rating: 1400 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Emiso's solution](#)

477.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Emiso's solution](#)

478.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Emiso's solution](#)

479.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Emiso's solution](#)

480.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Emiso's solution](#)

481.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Emiso's solution](#)

482.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

483.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Emiso's solution](#)

484.

1320A

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Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Emiso's solution](#)

485.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Emiso's solution](#)

486.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Emiso's solution](#)

487.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2015-08-19 · last AC: 2019-12-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Emiso's solution](#)

488.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

489.

1156A

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[Emiso's solution](#)

490.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Emiso's solution](#)

491.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

492.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

493.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[Emiso's solution](#)

494.

934A

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Quality: 7,602 global accepts · Rating: 1400 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[Emiso's solution](#)

495.

363C

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Quality: 14,103 global accepts · Rating: 1400 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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496.

479C

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Quality: 33,075 global accepts · Rating: 1400 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

497.

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

498.

1004C

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Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

499.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

500.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

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[Emiso's solution](#)

501.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

502.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

503.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Emiso's solution](#)

504.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

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[Emiso's solution](#)

505.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Emiso's solution](#)

506.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Emiso's solution](#)

507.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Emiso's solution](#)

508.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · Python 2 (first AC) · Tags: brute force, implementation, math

[Emiso's solution](#)

509.

955B

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

[Emiso's solution](#)

510.

868B

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

[Emiso's solution](#)

511.

816B

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Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Emiso's solution](#)

512.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

513.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Emiso's solution](#)

514.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-08-18 · last AC: 2017-02-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Emiso's solution](#)

515.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Emiso's solution](#)

516.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy

[Emiso's solution](#)

517.

714C

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

Rating: 1400 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

518.

703B

[Mishka and trip](#) · [Tutorial](#)

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[Emiso's solution](#)

519.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · Python 2 (first AC) · Tags: brute force, implementation, math, strings

[Emiso's solution](#)

520.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Emiso's solution](#)

521.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: implementation, math

[Emiso's solution](#)

522.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2016-03-05 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Emiso's solution](#)

523.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: implementation, math

[Emiso's solution](#)

524.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: brute force, two pointers

[Emiso's solution](#)

525.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[Emiso's solution](#)

526.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Emiso's solution](#)

527.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[Emiso's solution](#)

528.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

529.

489C

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

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2014-11-28 · GNU C (first AC) · Tags: dp, greedy, implementation

[Emiso's solution](#)

530.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Emiso's solution](#)

531.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Emiso's solution](#)

532.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[Emiso's solution](#)

533.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2014-09-21 · GNU C (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

534.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Emiso's solution](#)

535.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Emiso's solution](#)

536.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Emiso's solution](#)

537.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Emiso's solution](#)

538.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Emiso's solution](#)

539.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Emiso's solution](#)

540.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Emiso's solution](#)

541.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

542.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

543.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Emiso's solution](#)

544.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Emiso's solution](#)

545.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Emiso's solution](#)

546.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Emiso's solution](#)

547.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Emiso's solution](#)

548.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Emiso's solution](#)

549.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

550.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Emiso's solution](#)

551.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Emiso's solution](#)

552.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Emiso's solution](#)

553.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Emiso's solution](#)

554.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

555.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Emiso's solution](#)

556.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Emiso's solution](#)

557.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[Emiso's solution](#)

558.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Emiso's solution](#)

559.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2019-11-11 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Emiso's solution](#)

560.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Emiso's solution](#)

561.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Emiso's solution](#)

562.

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Emiso's solution](#)

563.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

564.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graphs

[Emiso's solution](#)

565.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emiso's solution](#)

566.

1141C

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

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

567.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

568.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Emiso's solution](#)

569.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Emiso's solution](#)

570.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Emiso's solution](#)

571.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Emiso's solution](#)

572.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

573.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

574.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

575.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Emiso's solution](#)

576.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

577.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Emiso's solution](#)

578.

760B

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

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Emiso's solution](#)

579.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

580.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

581.

997A

[Convert to Ones](#) · [Tutorial](#)

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

[Emiso's solution](#)

582.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

583.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Emiso's solution](#)

584.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Emiso's solution](#)

585.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

586.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

587.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Emiso's solution](#)

588.

930A

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

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Emiso's solution](#)

589.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Emiso's solution](#)

590.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Emiso's solution](#)

591.

877B

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

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Emiso's solution](#)

592.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Emiso's solution](#)

593.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Emiso's solution](#)

594.

868C

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

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

[Emiso's solution](#)

595.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

596.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Emiso's solution](#)

597.

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

598.

860A

[Did you mean...](#) · [Tutorial](#)

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

[Emiso's solution](#)

599.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Emiso's solution](#)

600.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: dp, number theory

[Emiso's solution](#)

601.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs,

probabilities, trees

[Emiso's solution](#)

602.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Emiso's solution](#)

603.

821C

[Okabe and Boxes](#) · [Tutorial](#)

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

[Emiso's solution](#)

604.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Emiso's solution](#)

605.

812C

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

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Emiso's solution](#)

606.

810C

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

Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[Emiso's solution](#)

607.

791C

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

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

[Emiso's solution](#)

608.

791B

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

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

[Emiso's solution](#)

609.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Emiso's solution](#)

610.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

611.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[Emiso's solution](#)

612.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Emiso's solution](#)

613.

697C

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

Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Emiso's solution](#)

614.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Emiso's solution](#)

615.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Emiso's solution](#)

616.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[Emiso's solution](#)

617.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · last AC: 2016-05-26 · GNU C++ (first AC) · Tags: implementation, math

[Emiso's solution](#)

618.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: dp

[Emiso's solution](#)

619.

268C

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

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Emiso's solution](#)

620.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: graphs

[Emiso's solution](#)

621.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,934 global accepts · Rating: 1500 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Emiso's solution](#)

622.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[Emiso's solution](#)

623.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

624.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2015-08-18 · GNU C++ (first AC) · Tags: dfs and similar

[Emiso's solution](#)

625.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Emiso's solution](#)

626.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Emiso's solution](#)

627.

496B

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Emiso's solution](#)

628.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

629.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Emiso's solution](#)

630.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Emiso's solution](#)

631.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Emiso's solution](#)

632.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Emiso's solution](#)

633.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Emiso's solution](#)

634.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Emiso's solution](#)

635.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Emiso's solution](#)

636.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Emiso's solution](#)

637.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Emiso's solution](#)

638.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Emiso's solution](#)

639.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Emiso's solution](#)

640.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Emiso's solution](#)

641.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Emiso's solution](#)

642.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Emiso's solution](#)

643.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Emiso's solution](#)

644.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures,

implementation

[Emiso's solution](#)

645.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

646.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Emiso's solution](#)

647.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[Emiso's solution](#)

648.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

649.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[Emiso's solution](#)

650.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Emiso's solution](#)

651.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Emiso's solution](#)

652.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Emiso's solution](#)

653.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Emiso's solution](#)

654.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Emiso's solution](#)

655.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Emiso's solution](#)

656.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Emiso's solution](#)

657.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Emiso's solution](#)

658.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[Emiso's solution](#)

659.

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Emiso's solution](#)

660.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Emiso's solution](#)

661.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Emiso's solution](#)

662.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Emiso's solution](#)

663.

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[Emiso's solution](#)

664.

1025B

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

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

[Emiso's solution](#)

665.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Emiso's solution](#)

666.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

667.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

668.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

669.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-30 · Q# (first AC) · Tags: *special

[Emiso's solution](#)

670.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Emiso's solution](#)

671.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Emiso's solution](#)

672.

957C

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

Rating: 1600 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Emiso's solution](#)

673.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Emiso's solution](#)

674.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Emiso's solution](#)

675.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

676.

966A

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

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

[Emiso's solution](#)

677.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

678.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Emiso's solution](#)

679.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Emiso's solution](#)

680.

947B

[Producing Snow](#) · [Tutorial](#)

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

[Emiso's solution](#)

681.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Emiso's solution](#)

682.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Emiso's solution](#)

683.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Emiso's solution](#)

684.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[Emiso's solution](#)

685.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

686.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Emiso's solution](#)

687.

877C

[Slava and tanks](#) · [Tutorial](#)

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

[Emiso's solution](#)

688.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Emiso's solution](#)

689.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Emiso's solution](#)

690.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Emiso's solution](#)

691.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

692.

860B

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

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[Emiso's solution](#)

693.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[Emiso's solution](#)

694.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

695.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

696.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Emiso's solution](#)

697.

817C

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

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[Emiso's solution](#)

698.

814C

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

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

[Emiso's solution](#)

699.

812B

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

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

[Emiso's solution](#)

700.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2017-05-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Emiso's solution](#)

701.

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

[Emiso's solution](#)

702.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: binary search, number theory

[Emiso's solution](#)

703.

785C

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

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · Python 2 (first AC) · Tags: binary search, math

[Emiso's solution](#)

704.

782C

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Emiso's solution](#)

705.

782B

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, ternary search

[Emiso's solution](#)

706.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Emiso's solution](#)

707.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Emiso's solution](#)

708.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Emiso's solution](#)

709.

742C

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

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Emiso's solution](#)

710.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Emiso's solution](#)

711.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Emiso's solution](#)

712.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Emiso's solution](#)

713.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Emiso's solution](#)

714.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Emiso's solution](#)

715.

716C

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

Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Emiso's solution](#)

716.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: greedy, math

[Emiso's solution](#)

717.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[Emiso's solution](#)

718.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Emiso's solution](#)

719.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Emiso's solution](#)

720.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++ (first AC) · Tags: implementation

[Emiso's solution](#)

721.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · last AC: 2015-11-21 · GNU C++ (first AC) · Tags: sortings

[Emiso's solution](#)

722.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: geometry, sortings

[Emiso's solution](#)

723.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: math, number theory

[Emiso's solution](#)

724.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, trees

[Emiso's solution](#)

725.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Emiso's solution](#)

726.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Emiso's solution](#)

727.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Emiso's solution](#)

728.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Emiso's solution](#)

729.

1578H

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

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

[Emiso's solution](#)

730.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Emiso's solution](#)

731.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Emiso's solution](#)

732.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Emiso's solution](#)

733.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Emiso's solution](#)

734.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Emiso's solution](#)

735.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Emiso's solution](#)

736.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Emiso's solution](#)

737.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Emiso's solution](#)

738.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Emiso's solution](#)

739.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Emiso's solution](#)

740.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Emiso's solution](#)

741.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Emiso's solution](#)

742.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Emiso's solution](#)

743.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Emiso's solution](#)

744.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Emiso's solution](#)

745.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Emiso's solution](#)

746.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Emiso's solution](#)

747.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Emiso's solution](#)

748.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Emiso's solution](#)

749.

1314A

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750.

295B

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751.

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752.

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753.

1237C1

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754.

1204C

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755.

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756.

1215D

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757.

1209D

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758.

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759.

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760.

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761.

1141E

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762.

596C

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763.

1129A1

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764.

1056C

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765.

1074A

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766.

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767.

1073D

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Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Emiso's solution](#)

768.

598D

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769.

486C

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770.

466C

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771.

1037D

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772.

760C

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Rating: 1700 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Emiso's solution](#)

773.

1023D

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774.

1019A

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

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775.

1009D

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776.

1002C1

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777.

1002B4

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[Emiso's solution](#)

778.

1001I

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779.

1000C

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780.

813C

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781.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

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782.

983A

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

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783.

980C

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Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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784.

966B

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Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Emiso's solution](#)

785.

947A

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[Emiso's solution](#)

786.

936A

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787.

919D

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[Emiso's solution](#)

788.

938C

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789.

917B

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Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

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790.

896A

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791.

439C

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792.

797C

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[Emiso's solution](#)

793.

850A

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Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

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794.

118D

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795.

815A

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796.

798C

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Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

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797.

779D

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Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, strings

[Emiso's solution](#)

798.

765D

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Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

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799.

518D

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800.

76D

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801.

766C

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Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

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802.

747E

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803.

739A

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804.

734D

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805.

631C

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806.

625A

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807.

719C

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Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

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808.

126B

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Quality: 24,773 global accepts · Rating: 1700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

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809.

697D

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810.

427C

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811.

467C

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812.

499C

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813.

484A

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814.

1740E

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815.

799C

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816.

1083A

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817.

1648B

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818.

1637D

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819.

1630B

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820.

1582F1

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821.

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822.

1572A

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823.

1556D

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824.

1556C

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825.

1560E

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826.

1552C

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827.

1295D

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828.

1525D

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829.

1535D

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830.

174C

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831.

1477A

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832.

1475D

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Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

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833.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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834.

1446B

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[Emiso's solution](#)

835.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

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836.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Emiso's solution](#)

837.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Emiso's solution](#)

838.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Emiso's solution](#)

839.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

840.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

841.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Emiso's solution](#)

842.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

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843.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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844.

1290B

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Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Emiso's solution](#)

845.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Emiso's solution](#)

846.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Emiso's solution](#)

847.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Emiso's solution](#)

848.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

849.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Emiso's solution](#)

850.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Emiso's solution](#)

851.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[Emiso's solution](#)

852.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Emiso's solution](#)

853.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Emiso's solution](#)

854.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

855.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

856.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Emiso's solution](#)

857.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Emiso's solution](#)

858.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Emiso's solution](#)

859.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

860.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Emiso's solution](#)

861.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

862.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Emiso's solution](#)

863.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Emiso's solution](#)

864.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Emiso's solution](#)

865.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Emiso's solution](#)

866.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Emiso's solution](#)

867.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2017-03-17 · last AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Emiso's solution](#)

868.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Emiso's solution](#)

869.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Emiso's solution](#)

870.

986B

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

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

[Emiso's solution](#)

871.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

872.

983B

[XOR-pyramid](#) · [Tutorial](#)

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

[Emiso's solution](#)

873.

963A

[Alternating Sum](#) · [Tutorial](#)

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

[Emiso's solution](#)

874.

459D

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

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Emiso's solution](#)

875.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Emiso's solution](#)

876.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Emiso's solution](#)

877.

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

878.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Emiso's solution](#)

879.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Emiso's solution](#)

880.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Emiso's solution](#)

881.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[Emiso's solution](#)

882.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Emiso's solution](#)

883.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Emiso's solution](#)

884.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Emiso's solution](#)

885.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

886.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Emiso's solution](#)

887.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Emiso's solution](#)

888.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Emiso's solution](#)

889.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Emiso's solution](#)

890.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Emiso's solution](#)

891.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2017-05-25 · GNU C++11 (first AC) · Tags: math, probabilities

[Emiso's solution](#)

892.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[Emiso's solution](#)

893.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Emiso's solution](#)

894.

794C

[Naming Company](#) · [Tutorial](#)

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

[Emiso's solution](#)

895.

777D

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[Emiso's solution](#)

896.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Emiso's solution](#)

897.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[Emiso's solution](#)

898.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Emiso's solution](#)

899.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs

[Emiso's solution](#)

900.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Emiso's solution](#)

901.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: data structures, strings

[Emiso's solution](#)

902.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-11-17 · last AC: 2016-08-17 · GNU C++ (first AC) · Tags: bitmasks, dp

[Emiso's solution](#)

903.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-11 · last AC: 2016-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[Emiso's solution](#)

904.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Emiso's solution](#)

905.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Emiso's solution](#)

906.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Emiso's solution](#)

907.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[Emiso's solution](#)

908.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Emiso's solution](#)

909.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Emiso's solution](#)

910.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Emiso's solution](#)

911.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Emiso's solution](#)

912.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Emiso's solution](#)

913.

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Emiso's solution](#)

914.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Emiso's solution](#)

915.

1486C2

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

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

[Emiso's solution](#)

916.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Emiso's solution](#)

917.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Emiso's solution](#)

918.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Emiso's solution](#)

919.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Emiso's solution](#)

920.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Emiso's solution](#)

921.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Emiso's solution](#)

922.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Emiso's solution](#)

923.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Emiso's solution](#)

924.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Emiso's solution](#)

925.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Emiso's solution](#)

926.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Emiso's solution](#)

927.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Emiso's solution](#)

928.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy
[Emiso's solution](#)

929.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Emiso's solution](#)

930.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[Emiso's solution](#)

931.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[Emiso's solution](#)

932.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2016-03-17 · last AC: 2019-12-01 · GNU C++ (first AC) · Tags: graphs, shortest paths
[Emiso's solution](#)

933.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[Emiso's solution](#)

934.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[Emiso's solution](#)

935.

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[Emiso's solution](#)

936.

1163C2

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

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math
[Emiso's solution](#)

937.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, strings
[Emiso's solution](#)

938.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Emiso's solution](#)

939.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Emiso's solution](#)

940.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Emiso's solution](#)

941.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Emiso's solution](#)

942.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Emiso's solution](#)

943.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Emiso's solution](#)

944.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Emiso's solution](#)

945.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Emiso's solution](#)

946.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[Emiso's solution](#)

947.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Emiso's solution](#)

948.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

949.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Emiso's solution](#)

950.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Emiso's solution](#)

951.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Emiso's solution](#)

952.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[Emiso's solution](#)

953.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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954.

1036C

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955.

1029D

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956.

1041E

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957.

229C

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958.

1017D

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959.

1000D

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960.

993B

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961.

981D

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962.

982D

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963.

965D

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964.

930C

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965.

935D

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966.

893D

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967.

883G

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968.

862C

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969.

847I

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970.

25D

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971.

839B

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972.

835D

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973.

819B

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974.

811C

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975.

351B

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976.

803D

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977.

792D

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978.

711D

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979.

722D

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980.

614C

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[Emiso's solution](#)

981.

25C

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[Emiso's solution](#)

982.

577B

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983.

1753C

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[Emiso's solution](#)

984.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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985.

1634D

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986.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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987.

1582E

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[Emiso's solution](#)

988.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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989.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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990.

1558C

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991.

999F

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992.

999E

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993.

1525C

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Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Emiso's solution](#)

994.

113B

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995.

1487E

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Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Emiso's solution](#)

996.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

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997.

1454E

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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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998.

1451E1

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Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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999.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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1000.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1001.

1416C

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Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Emiso's solution](#)**1002.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Emiso's solution](#)**1003.**

216E

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[Emiso's solution](#)**1004.**

34E

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Quality: 653 global accepts · Rating: 2000 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Emiso's solution](#)**1005.**

258C

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[Emiso's solution](#)**1006.**

87C

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Quality: 1,687 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[Emiso's solution](#)**1007.**

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Emiso's solution](#)**1008.**

264C

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Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)**1009.**

380C

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[Emiso's solution](#)**1010.**

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Emiso's solution](#)**1011.**

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, graphs, greedy, implementation, math, two pointers

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1012.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

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1013.

1240B

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Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

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1014.

1209G1

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1015.

1229B

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1016.

1209E1

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1017.

1147C

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1018.

1156C

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1019.

1057C

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1020.

1157F

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1021.

1142B

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1022.

1129B

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1023.

1104D

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Rating: 2000 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

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1024.

920F

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1025.

1070C

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1026.

1033D

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1027.

1060E

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1028.

383C

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1029.

466B

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1030.

1053B

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1031.

1019B

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1032.

997B

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1033.

359D

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1034.

938D

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1035.

893E

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Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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1036.

877E

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Quality: 5,498 global accepts · Rating: 2000 · first AC: 2017-10-23 · last AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Emiso's solution](#)

1037.

872D

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Emiso's solution](#)

1038.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Emiso's solution](#)

1039.

797E

[Array Queries](#) · [Tutorial](#)

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1040.

432D

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Quality: 11,994 global accepts · Rating: 2000 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Emiso's solution](#)

1041.

863E

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Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Emiso's solution](#)

1042.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Emiso's solution](#)

1043.

251C

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Quality: 1,130 global accepts · Rating: 2000 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Emiso's solution](#)

1044.

514C

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Quality: 8,159 global accepts · Rating: 2000 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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1045.

803F

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Quality: 4,641 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Emiso's solution](#)

1046.

792C

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Quality: 5,001 global accepts · Rating: 2000 · first AC: 2017-04-25 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Emiso's solution](#)

1047.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2017-04-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[Emiso's solution](#)

1048.

82D

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Quality: 2,300 global accepts · Rating: 2000 · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: dp

[Emiso's solution](#)

1049.

78C

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Quality: 2,175 global accepts · Rating: 2000 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, number theory

[Emiso's solution](#)

1050.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Emiso's solution](#)

1051.

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: graphs, implementation, shortest paths

[Emiso's solution](#)

1052.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: bitmasks, data structures

[Emiso's solution](#)

1053.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-08-19 · GNU C++ (first AC) · Tags: dfs and similar

[Emiso's solution](#)

1054.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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1055.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, meet-in-the-middle

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1056.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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1057.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

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1058.

1621D

[The Winter Hike](#) · [Tutorial](#)

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1059.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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1060.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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1061.

1525E

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1062.

1479B2

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1063.

1472F

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Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

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1064.

1472G

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Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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1065.

1464B

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1066.

1454F

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1067.

1392E

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1068.

190E

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1069.

220C

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Quality: 1,037 global accepts · Rating: 2100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1070.

145C

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Quality: 2,174 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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1071.

286C

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1072.

414C

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1073.

455C

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1074.

1322B

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Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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1075.

1299C

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

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1076.

1296F

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Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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1077.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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1078.

1266E

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1079.

1254B2

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1158C

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

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1081.

1163D

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1082.

1152D

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1146D

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1084.

920E

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1086.

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1039B

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1095.

1029E

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1096.

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1097.

1023E

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1098.

1027E

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1099.

1000E

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1101.

993C

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990E

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988E

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985E

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1108.

955C

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1109.

936B

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1110.

877D

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797D

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847F

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1115.

77C

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74C

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1704E

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1114E

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1127.

1567E

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1556E

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1129.

1559E

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1557D

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1131.

1552F

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1132.

1295E

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1535E

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1238F

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1406D

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1500B

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1137.

1486E

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1138.

1477C

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1139.

1474D

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1140.

1467D

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1141.

1456C

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Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

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1142.

1428E

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1143.

11D

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1144.

1400E

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1145.

1399E2

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1146.

219E

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1147.

138C

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1148.

350E

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1149.

280C

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1150.

282E

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1151.

505D

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1152.

1220E

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1153.

1215E

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Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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1154.

1158B

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Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
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1155.

1156D

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Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
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1156.

1149B

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Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
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1157.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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1158.

165E

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Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
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1159.

1092D1

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Quality: 5,677 global accepts · Rating: 2200 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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1160.

1110E

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Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
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1161.

1110D

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Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1162.

7D

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Quality: 4,479 global accepts · Rating: 2200 · first AC: 2019-02-06 · last AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
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1163.

448E

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Quality: 1,635 global accepts · Rating: 2200 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory
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1164.

1097D

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Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

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1165.

1070A

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Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Emiso's solution](#)

1166.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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1167.

1045G

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1168.

1034B

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1169.

915D

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Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1170.

1039C

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Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

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1171.

922E

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Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1172.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Emiso's solution](#)

1173.

760E

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1174.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Emiso's solution](#)

1175.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Emiso's solution](#)

1176.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

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1177.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

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1178.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2017-11-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Emiso's solution](#)

1179.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Emiso's solution](#)

1180.

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[Emiso's solution](#)

1181.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Emiso's solution](#)

1182.

839D

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Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Emiso's solution](#)

1183.

809B

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Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

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1184.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures

[Emiso's solution](#)

1185.

86D

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Quality: 16,880 global accepts · Rating: 2200 · first AC: 2015-11-23 · last AC: 2016-08-18 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[Emiso's solution](#)

1186.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: number theory

[Emiso's solution](#)

1187.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: data structures, trees

[Emiso's solution](#)

1188.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Emiso's solution](#)

1189.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

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1190.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

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1191.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Emiso's solution](#)

1192.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Emiso's solution](#)

1193.

1553F

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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Emiso's solution](#)

1194.

888G

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Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Emiso's solution](#)

1195.

438D

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Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Emiso's solution](#)

1196.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Emiso's solution](#)

1197.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Emiso's solution](#)

1198.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Emiso's solution](#)

1199.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Emiso's solution](#)

1200.

510E

[Fox And Dinner](#) · [Tutorial](#)

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[Emiso's solution](#)

1201.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Emiso's solution](#)

1202.

358E

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Quality: 432 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, graphs, implementation

[Emiso's solution](#)

1203.

142C

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Quality: 997 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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1204.

49E

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Quality: 798 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1205.

305E

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Quality: 731 global accepts · Rating: 2300 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games

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1206.

362E

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Quality: 895 global accepts · Rating: 2300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

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1207.

489E

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Quality: 1,147 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

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1208.

300E

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Quality: 1,106 global accepts · Rating: 2300 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

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1209.

488E

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1210.

1310D

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1211.

1254C

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1212.

1148E

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1213.

856B

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1214.

727F

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1215.

873E

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Quality: 793 global accepts · Rating: 2300 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

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1216.

212B

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1217.

1073E

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Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1218.

1070G

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Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1219.

444B

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1220.

432E

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Quality: 799 global accepts · Rating: 2300 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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1221.

845G

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Quality: 2,164 global accepts · Rating: 2300 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

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1222.

1039A

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Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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1223.

993E

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Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

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1224.

1004D

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Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Emiso's solution](#)

1225.

996E

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Rating: 2300 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Emiso's solution](#)

1226.

786B

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Quality: 8,024 global accepts · Rating: 2300 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Emiso's solution](#)

1227.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

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1228.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: dp, trees

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1229.

884D

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Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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1230.

871C

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Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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1231.

300D

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1232.

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Emiso's solution](#)

1233.

793C

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Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[Emiso's solution](#)

1234.

78E

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Quality: 693 global accepts · Rating: 2300 · first AC: 2017-03-08 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

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1235.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Emiso's solution](#)

1236.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, shortest paths

[Emiso's solution](#)

1237.

624D

[Array GCD](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Emiso's solution](#)

1238.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Emiso's solution](#)

1239.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Emiso's solution](#)

1240.

1633E

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Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Emiso's solution](#)

1241.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Emiso's solution](#)

1242.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[Emiso's solution](#)

1243.

1578L

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Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Emiso's solution](#)

1244.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Emiso's solution](#)

1245.

1260E

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Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

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1246.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Emiso's solution](#)

1247.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Emiso's solution](#)

1248.

198C

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

Quality: 428 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

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1249.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Emiso's solution](#)

1250.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Emiso's solution](#)

1251.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-07-16 · last AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Emiso's solution](#)

1252.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Emiso's solution](#)

1253.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Emiso's solution](#)

1254.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Emiso's solution](#)

1255.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Emiso's solution](#)

1256.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Emiso's solution](#)

1257.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Emiso's solution](#)

1258.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Emiso's solution](#)

1259.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Emiso's solution](#)

1260.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Emiso's solution](#)

1261.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[Emiso's solution](#)

1262.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Emiso's solution](#)

1263.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Emiso's solution](#)

1264.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Emiso's solution](#)

1265.

1074D

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

Rating: 2400 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Emiso's solution](#)

1266.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2015-11-25 · last AC: 2018-10-04 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Emiso's solution](#)

1267.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Emiso's solution](#)

1268.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Emiso's solution](#)

1269.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Emiso's solution](#)

1270.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Emiso's solution](#)

1271.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Emiso's solution](#)

1272.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Emiso's solution](#)

1273.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · last AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[Emiso's solution](#)

1274.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Emiso's solution](#)

1275.

959F

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

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Emiso's solution](#)

1276.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Emiso's solution](#)

1277.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Emiso's solution](#)

1278.

760F

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1279.

643C

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

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2018-08-26 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Emiso's solution](#)

1280.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Emiso's solution](#)

1281.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Emiso's solution](#)

1282.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Emiso's solution](#)

1283.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: binary search, graphs

[Emiso's solution](#)

1284.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Emiso's solution](#)

1285.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Emiso's solution](#)

1286.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Emiso's solution](#)

1287.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Emiso's solution](#)

1288.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2017-03-07 · last AC: 2017-08-09 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Emiso's solution](#)

1289.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2017-08-08 · last AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Emiso's solution](#)

1290.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Emiso's solution](#)

1291.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Emiso's solution](#)

1292.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Emiso's solution](#)

1293.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Emiso's solution](#)

1294.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Emiso's solution](#)

1295.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Emiso's solution](#)

1296.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Emiso's solution](#)

1297.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Emiso's solution](#)

1298.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Emiso's solution](#)

1299.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2020-08-10 · PyPy 2 (first AC) · Tags: constructive algorithms

[Emiso's solution](#)

1300.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Emiso's solution](#)

1301.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Emiso's solution](#)

1302.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Emiso's solution](#)

1303.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Emiso's solution](#)

1304.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Emiso's solution](#)

1305.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Emiso's solution](#)

1306.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Emiso's solution](#)

1307.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[Emiso's solution](#)

1308.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Emiso's solution](#)

1309.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Emiso's solution](#)

1310.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Emiso's solution](#)

1311.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Emiso's solution](#)

1312.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Emiso's solution](#)

1313.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · last AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Emiso's solution](#)

1314.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Emiso's solution](#)

1315.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

1316.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Emiso's solution](#)

1317.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-28 · last AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Emiso's solution](#)

1318.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Emiso's solution](#)

1319.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Emiso's solution](#)

1320.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[Emiso's solution](#)

1321.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Emiso's solution](#)

1322.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2017-04-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[Emiso's solution](#)

1323.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Emiso's solution](#)

1324.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Emiso's solution](#)

1325.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Emiso's solution](#)

1326.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Emiso's solution](#)

1327.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Emiso's solution](#)

1328.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Emiso's solution](#)

1329.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Emiso's solution](#)

1330.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Emiso's solution](#)

1331.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Emiso's solution](#)

1332.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Emiso's solution](#)

1333.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Emiso's solution](#)

1334.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Emiso's solution](#)

1335.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Emiso's solution](#)

1336.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Emiso's solution](#)

1337.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2018-11-23 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Emiso's solution](#)

1338.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Emiso's solution](#)

1339.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[Emiso's solution](#)

1340.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Emiso's solution](#)

1341.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2017-03-20 · GNU C++11 (first AC) · Tags: geometry

[Emiso's solution](#)

1342.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[Emiso's solution](#)

1343.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Emiso's solution](#)

1344.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Emiso's solution](#)

1345.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Emiso's solution](#)

1346.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Emiso's solution](#)

1347.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Emiso's solution](#)

1348.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[Emiso's solution](#)

1349.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Emiso's solution](#)

1350.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Emiso's solution](#)

1351.

995F

[Cowcompany Cowcompensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Emiso's solution](#)

1352.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Emiso's solution](#)

1353.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Emiso's solution](#)

1354.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Emiso's solution](#)

1355.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Emiso's solution](#)

1356.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Emiso's solution](#)

1357.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Emiso's solution](#)

1358.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Emiso's solution](#)

1359.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Emiso's solution](#)

1360.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[Emiso's solution](#)

1361.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Emiso's solution](#)

1362.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[Emiso's solution](#)

1363.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Emiso's solution](#)

1364.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Emiso's solution](#)

1365.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2019-11-17 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Emiso's solution](#)

1366.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Emiso's solution](#)

1367.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2017-06-28 · last AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[Emiso's solution](#)

1368.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Emiso's solution](#)

1369.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[Emiso's solution](#)

1370.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2018-08-30 · last AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data

structures, dp, flows, math, probabilities, sortings

[Emiso's solution](#)

1371.

1020E

[Sergey's problem](#) · [Tutorial](#)

Quality: 3000 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Emiso's solution](#)

1372.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Emiso's solution](#)

1373.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2017-10-09 · last AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Emiso's solution](#)

1374.

167D

[Wizards and Roads](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3000 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graph matchings, graphs, greedy

[Emiso's solution](#)

1375.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Emiso's solution](#)

1376.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Emiso's solution](#)

1377.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Emiso's solution](#)

1378.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Emiso's solution](#)

1379.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math, number theory

[Emiso's solution](#)

1380.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Emiso's solution](#)

1381.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: games

[Emiso's solution](#)

1382.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Emiso's solution](#)

1383.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1384.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Emiso's solution](#)

1385.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1386.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1387.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1388.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1389.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1390.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1391.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1392.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1393.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · Python 3 (first AC) · Tags: —

[Emiso's solution](#)

1394.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1395.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1396.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1397.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1398.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1399.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1400.

104373I

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

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1401.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1402.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1403.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1404.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1405.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1406.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1407.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1408.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1409.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1410.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1411.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1412.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1413.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1414.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1415.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1416.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1417.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1418.

104020K

[Kiosk Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1419.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1420.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1421.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1422.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1423.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1424.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1425.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1426.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1427.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1428.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1429.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1430.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1431.

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1432.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1433.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1434.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1435.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1436.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1437.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1438.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1439.

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1440.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1441.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1442.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1443.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1444.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1445.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1446.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1447.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1448.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1449.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1450.

103388C

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

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1451.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1452.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1453.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1454.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1455.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1456.

102448B

[Beza's Hangover](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1457.

102448C

[Call from Mendes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1458.

102448J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1459.

102448D

[Drinking to turn red](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1460.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1461.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1462.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1463.

102448K

[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1464.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1465.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1466.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1467.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1468.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1469.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1470.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1471.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1472.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1473.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1474.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1475.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1476.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1477.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1478.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1479.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1480.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1481.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1482.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1483.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1484.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1485.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1486.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1487.

103176I

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

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1488.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1489.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1490.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1491.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1492.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1493.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1494.

103076G

[Andre and the colorless tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1495.

103076A

[The Best Aim](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1496.

103076J

[Impress your friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1497.

103076F

[Big Day](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1498.

103076C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1499.

103076E

[Death Star](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1500.

103076H

[8 Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1501.

103076I

[Covid Country](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1502.

103076D

[Lost Archive](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1503.

103076B

[Is Kinho sus?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1504.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1505.

103134G

[The blut dot game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1506.

103134H

[The comedian Nathan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1507.

103134F

[Confusing Morete](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1508.

103134E

[Learning new languages](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1509.

103134C

[Harada and the lucky numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1510.

103134A

[Kobus hates sweepstakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1511.

103134I

[Competitive Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1512.

103134D

[Corona Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1513.

103134B

[Guidi wants to be stronger](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1514.

103134J

[Raphael singer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1515.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1516.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1517.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1518.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1519.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1520.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1521.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1522.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1523.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · last AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1524.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1525.

101889A

[Arranging tiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1526.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1527.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1528.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1529.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1530.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1531.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1532.

102890F

[Fit them all](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1533.

102890N

[Network connection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1534.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1535.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1536.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1537.

102890J

[Jaime's greedy delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1538.

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1539.

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1540.

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1541.

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1542.

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1543.

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1544.

102890C

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

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1545.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1546.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1547.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · last AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1548.

102861D

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

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1549.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1550.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1551.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1552.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · last AC: 2020-11-12 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1553.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1554.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1555.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1556.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1557.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1558.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1559.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1560.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1561.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1562.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1563.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1564.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1565.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1566.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1567.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1568.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1569.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1570.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1571.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1572.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1573.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1574.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1575.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1576.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1577.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1578.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-12 · last AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1579.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1580.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1581.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1582.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1583.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1584.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1585.

100365J

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · last AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1586.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1587.

100365E

[Chipmunks](#) · [Tutorial](#)

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

[Emiso's solution](#)

1588.

100365F

[Coins Game](#) · [Tutorial](#)

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

[Emiso's solution](#)

1589.

100365B

[Antipalindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1590.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[Emiso's solution](#)

1591.

100417B

[Blackjack](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1592.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1593.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1594.

100417F

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

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1595.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1596.

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1597.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1598.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · PyPy 3 (first AC) · Tags: —

[Emiso's solution](#)

1599.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1600.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1601.

394E

[Lightbulb for Minister](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: — · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Emiso's solution](#)

1602.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1603.

100430H

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

Rating: — · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1604.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1605.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1606.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1607.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1608.

100431A

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

Rating: — · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1609.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · PyPy 2 (first AC) · Tags: —

[Emiso's solution](#)

1610.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1611.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1612.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1613.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1614.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1615.

100490C

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1616.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1617.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Emiso's solution](#)

1618.

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1619.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1620.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1621.

100490E

[Environment Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1622.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1623.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · last AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1624.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1625.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1626.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1627.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1628.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1629.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1630.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1631.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1632.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1633.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1634.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1635.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1636.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1637.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1638.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1639.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1640.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1641.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1642.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1643.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1644.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1645.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1646.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1647.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1648.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1649.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1650.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1651.

100923C

[Por Costel and Bujor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1652.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1653.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · last AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1654.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1655.

101612L

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

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1656.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1657.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1658.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1659.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · PyPy 2 (first AC) · Tags: —

[Emiso's solution](#)

1660.

101612A

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

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1661.

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1662.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1663.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1664.

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1665.

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1666.

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1667.

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1668.

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1669.

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1670.

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1671.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1672.

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1673.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1674.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1675.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1676.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1677.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-20 · last AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1678.

102020B

[Beza-10](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1679.

102020E

[Expectations sky-high](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1680.

102020K

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1681.

102020J

[Joseph and Tests](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1682.

102020L

[Looter of Fridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1683.

102020D

[Dumb feature](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1684.

102020M

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

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1685.

102020F

[Fairy, the treacherous mailman](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1686.

102020A

[Awesome Brother](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1687.

101081B

[Random Run](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1688.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1689.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1690.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1691.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1692.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1693.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1694.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1695.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1696.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1697.

101667E

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

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1698.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1699.

101667H

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

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1700.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1701.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1702.

101667F

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

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1703.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1704.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1705.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1706.

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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1707.

101669D

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Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1708.

101669F

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Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1709.

101669A

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Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1710.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1711.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1712.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1713.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1714.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1715.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1716.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1717.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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1718.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1719.

101673C

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Rating: — · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1720.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1721.

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1722.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1723.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1724.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1725.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1726.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1727.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1728.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1729.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1730.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1731.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1732.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1733.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1734.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1735.

101879A

[Studying level curves](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1736.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1737.

101879D

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

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1738.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1739.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1740.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1741.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1742.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1743.

101521I

[RNG](#) · [Tutorial](#)

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

[Emiso's solution](#)

1744.

101521H

[Pokemon GO](#) · [Tutorial](#)

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

[Emiso's solution](#)

1745.

101521A

[Shuttle Bus](#) · [Tutorial](#)

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

[Emiso's solution](#)

1746.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

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

[Emiso's solution](#)

1747.

101521K

[Lattice Points](#) · [Tutorial](#)

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

[Emiso's solution](#)

1748.

101521B

[Salt Trading](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1749.

101521F

[Anniversaries](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-16 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1750.

101521J

[Posters](#) · [Tutorial](#)

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

[Emiso's solution](#)

1751.

101521L

[Textbook Game](#) · [Tutorial](#)

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

[Emiso's solution](#)

1752.

101521D

[Archery](#) · [Tutorial](#)

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

[Emiso's solution](#)

1753.

101522F

[Frustrating Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1754.

101522D

[Distribution of Days](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1755.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1756.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1757.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1758.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1759.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1760.

101522B

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

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1761.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1762.

101807J

[Jakanda Forever](#) · [Tutorial](#)

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

[Emiso's solution](#)

1763.

101807H

[Handicap](#) · [Tutorial](#)

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

[Emiso's solution](#)

1764.

101807D

[Differentiation](#) · [Tutorial](#)

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

[Emiso's solution](#)

1765.

101807L

[Labyrinth](#) · [Tutorial](#)

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

[Emiso's solution](#)

1766.

101807F

[Final Fixture](#) · [Tutorial](#)

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

[Emiso's solution](#)

1767.

101807C

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

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

[Emiso's solution](#)

1768.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

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

[Emiso's solution](#)

1769.

101807A

[Ambidexterity](#) · [Tutorial](#)

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

[Emiso's solution](#)

1770.

101807E

[Error](#) · [Tutorial](#)

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

[Emiso's solution](#)

1771.

101775C

[Traffic Light](#) · [Tutorial](#)

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

[Emiso's solution](#)

1772.

101775B

[Scapegoat](#) · [Tutorial](#)

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

[Emiso's solution](#)

1773.

101775L

[SOS](#) · [Tutorial](#)

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

[Emiso's solution](#)

1774.

101775J

[Straight Master](#) · [Tutorial](#)

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

[Emiso's solution](#)

1775.

101775K

[Downgrade](#) · [Tutorial](#)

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

[Emiso's solution](#)

1776.

101775M

[Chat Group](#) · [Tutorial](#)

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

[Emiso's solution](#)

1777.

101775A

[World Cup](#) · [Tutorial](#)

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

[Emiso's solution](#)

1778.

101858G

[Gift Swords](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · last AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1779.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1780.

101147C

[The Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1781.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1782.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1783.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1784.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1785.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1786.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1787.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Emiso's solution](#)

1788.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Emiso's solution](#)

1789.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · Python 2 (first AC) · Tags: *special

[Emiso's solution](#)

1790.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1791.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1792.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1793.

101196D

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

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1794.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1795.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1796.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1797.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1798.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1799.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1800.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1801.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1802.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1803.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1804.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1805.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1806.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1807.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1808.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1809.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1810.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1811.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1812.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1813.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1814.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1815.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1816.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1817.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1818.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1819.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1820.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1821.

101485J

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

Rating: — · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1822.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1823.

100733I

[The Cool Monkeys](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1824.

100733J

[Summer Wars](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1825.

100733F

[Cosmic timeline](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1826.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1827.

100733C

[Death Report](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1828.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1829.

100733A

[Shitália](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1830.

100733G

[No Negations](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1831.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1832.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1833.

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1834.

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1835.

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1836.

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1837.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1838.

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1839.

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1840.

101484H

[Eating Pie](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1841.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1842.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1843.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1844.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1845.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1846.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1847.

101484J

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

Rating: — · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1848.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · last AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1849.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1850.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1851.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1852.

100692B

[Kiddie Pool](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1853.

100692A

[Pegman](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1854.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1855.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1856.

100524A

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

Rating: — · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1857.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1858.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-18 · last AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1859.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1860.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1861.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1862.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1863.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1864.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1865.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1866.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-04 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1867.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1868.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1869.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1870.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-20 · last AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1871.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1872.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1873.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1874.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1875.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1876.

101175E

[Coffee Central](#) · [Tutorial](#)

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

[Emiso's solution](#)

1877.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1878.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1879.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1880.

101252D

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

Rating: — · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1881.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1882.

101252K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1883.

101252H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1884.

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1885.

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1886.

100345D

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

Rating: — · first AC: 2017-02-02 · last AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1887.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1888.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1889.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1890.

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1891.

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1892.

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1893.

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1894.

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1895.

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1896.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1897.

100109E

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1898.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1899.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1900.

100109L

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

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1901.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1902.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1903.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1904.

100959L

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

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1905.

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1906.

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1907.

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1908.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)

1909.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)**1910.**

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)**1911.**

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)**1912.**

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)**1913.**

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)**1914.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)**1915.**

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)**1916.**

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)**1917.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Emiso's solution](#)**1918.**

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)**1919.**

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1920.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1921.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1922.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1923.

101064D

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

Rating: — · first AC: 2016-09-09 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1924.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1925.

101064K

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

Rating: — · first AC: 2016-09-07 · Python 2 (first AC) · Tags: —

[Emiso's solution](#)

1926.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-07 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1927.

101063B

[Martian Sunrise](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1928.

101063J

[The Keys](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1929.

101063C

[Sleep Buddies](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1930.

101063F

[Bandejao](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1931.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1932.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1933.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1934.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1935.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1936.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1937.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1938.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1939.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1940.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1941.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1942.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1943.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: —

[Emiso's solution](#)

1944.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C (first AC) · Tags: —

[Emiso's solution](#)

1945.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[Emiso's solution](#)