

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

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# Unique solved — Enchom

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

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

Filters: none

Count: 1,167

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

2.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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4.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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5.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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6.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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7.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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8.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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9.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

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**10.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

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**11.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**12.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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**13.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**14.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**15.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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**16.**

2035A

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**17.**

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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**18.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**19.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**20.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**21.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**22.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**23.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**24.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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**25.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**26.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**27.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**28.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**29.**

1898A

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

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**30.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

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**31.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Enchom's solution](#)

**32.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**33.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**34.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**35.**

1654A

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Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**36.**

1615A

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**37.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

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**38.**

1557A

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

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**39.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

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**40.**

1515A

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**41.**

1368A

[C+=](#) · [Tutorial](#)

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**42.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**43.**

1270A

[Card Game](#) · [Tutorial](#)

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**44.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-07-20 · Python 3 (first AC) · Tags: implementation

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**45.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**46.**

1028A

[Find Square](#) · [Tutorial](#)

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**47.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2018-07-25 · Python 3 (first AC) · Tags: implementation

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**48.**

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

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**49.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

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**50.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

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**51.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[Enchom's solution](#)

**52.**

513A

[Game](#) · [Tutorial](#)

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

[Enchom's solution](#)

**53.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: brute force, implementation

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**54.**

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: implementation, math

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**55.**

472A

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

Quality: 70,771 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**56.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**57.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: implementation

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**58.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: implementation

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**59.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

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**60.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation

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**61.**

291A

[Spyke Talks](#) · [Tutorial](#)

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**62.**

294A

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

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**63.**

282A

[Bit++](#) · [Tutorial](#)

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**64.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

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**65.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

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**66.**

266B

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Quality: 166,073 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

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**67.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

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**68.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,670 global accepts · Rating: 800 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: implementation

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**69.**

71A

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

Quality: 503,223 global accepts · Rating: 800 · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: strings

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**70.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,301 global accepts · Rating: 800 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: brute force

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**71.**

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation

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**72.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

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**73.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: implementation

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**74.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: implementation, strings

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**75.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: implementation, math

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**76.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: strings

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**77.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**78.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: implementation

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**79.**

112A

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

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**80.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: implementation

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**81.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: implementation

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**82.**

141A

[Amusing Joke](#) · [Tutorial](#)

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**83.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

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**84.**

144A

[Arrival of the General](#) · [Tutorial](#)

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**85.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**86.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: brute force

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**87.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: brute force

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**88.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: \*special, implementation

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**89.**

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: sortings

[Enchom's solution](#)

**90.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: \*special, brute force, implementation

[Enchom's solution](#)

**91.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Enchom's solution](#)

**92.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**93.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: implementation

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**94.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,415 global accepts · Rating: 800 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: implementation, math

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**95.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

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**96.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**97.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**98.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**99.**

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**100.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**101.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

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**102.**

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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**103.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**104.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**105.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-07-20 · Python 3 (first AC) · Tags: math

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**106.**

981A

[Antipalindrome](#) · [Tutorial](#)

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**107.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[Enchom's solution](#)

**108.**

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[Enchom's solution](#)

**109.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[Enchom's solution](#)

**110.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation  
[Enchom's solution](#)

**111.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation  
[Enchom's solution](#)

**112.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings  
[Enchom's solution](#)

**113.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation  
[Enchom's solution](#)

**114.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: implementation  
[Enchom's solution](#)

**115.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: greedy  
[Enchom's solution](#)

**116.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory  
[Enchom's solution](#)

**117.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**118.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**119.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**120.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**121.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**122.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Enchom's solution](#)

**123.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**124.**

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**125.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2012-08-17 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**126.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**127.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: geometry

[Enchom's solution](#)

**128.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**129.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2012-07-28 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**130.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: strings

[Enchom's solution](#)

**131.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,985 global accepts · Rating: 900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**132.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**133.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2012-07-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**134.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**135.**

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**136.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-07-05 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**137.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 900 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Enchom's solution](#)

**138.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Enchom's solution](#)

**139.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Enchom's solution](#)

**140.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**141.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Enchom's solution](#)

**142.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Enchom's solution](#)

**143.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Enchom's solution](#)

**144.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Enchom's solution](#)

**145.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Enchom's solution](#)

**146.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Enchom's solution](#)

**147.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**148.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Enchom's solution](#)

**149.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Enchom's solution](#)

**150.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2012-08-28 · last AC: 2020-03-30 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**151.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Enchom's solution](#)

**152.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Enchom's solution](#)

**153.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[Enchom's solution](#)

**154.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Enchom's solution](#)

**155.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · Python 3 (first AC) · Tags: geometry, math

[Enchom's solution](#)

**156.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · Python 3 (first AC) · Tags: implementation

[Enchom's solution](#)

**157.**

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings

[Enchom's solution](#)

**158.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[Enchom's solution](#)

**159.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**160.**

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Enchom's solution](#)

**161.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**162.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Enchom's solution](#)

**163.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: sortings

[Enchom's solution](#)

**164.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**165.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**166.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**167.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**168.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**169.**

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**170.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, strings

[Enchom's solution](#)

**171.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**172.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**173.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**174.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: greedy, math

[Enchom's solution](#)

**175.**

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**176.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2012-08-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**177.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**178.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**179.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**180.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**181.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**182.**

110C

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

Rating: 1000 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**183.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**184.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**185.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force, number theory

[Enchom's solution](#)

**186.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**187.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**188.**

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**189.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2012-07-28 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**190.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2012-07-27 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**191.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: geometry, sortings

[Enchom's solution](#)

**192.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**193.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: number theory

[Enchom's solution](#)

**194.**

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**195.**

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**196.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**197.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Enchom's solution](#)

**198.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Enchom's solution](#)

**199.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Enchom's solution](#)

**200.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Enchom's solution](#)

**201.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Enchom's solution](#)

**202.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[Enchom's solution](#)

**203.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**204.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Enchom's solution](#)

## 205.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Enchom's solution](#)

## 206.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Enchom's solution](#)

## 207.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Enchom's solution](#)

## 208.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Enchom's solution](#)

## 209.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Enchom's solution](#)

## 210.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Enchom's solution](#)

## 211.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Enchom's solution](#)

## 212.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

## 213.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

## 214.

869A

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

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**215.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Enchom's solution](#)

**216.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**217.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Enchom's solution](#)

**218.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Enchom's solution](#)

**219.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

**220.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**221.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: \*special, data structures, dp, implementation

[Enchom's solution](#)

**222.**

475A

[Bayan Bus](#) · [Tutorial](#)

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

[Enchom's solution](#)

**223.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**224.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**225.**

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**226.**

316A1

[Special Task](#) · [Tutorial](#)

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

[Enchom's solution](#)

**227.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp, implementation

[Enchom's solution](#)

**228.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Enchom's solution](#)

**229.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**230.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**231.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**232.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Enchom's solution](#)

**233.**

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**234.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: greedy, math

[Enchom's solution](#)

**235.**

259C

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

Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, strings

[Enchom's solution](#)

**236.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**237.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**238.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**239.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**240.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**241.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**242.**

90B

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

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**243.**

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**244.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Enchom's solution](#)

**245.**

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force, math

[Enchom's solution](#)

**246.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**247.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-07-19 · GNU C++ (first AC) · Tags: \*special, greedy, sortings

[Enchom's solution](#)

**248.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-07-18 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**249.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[Enchom's solution](#)

**250.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Enchom's solution](#)

**251.**

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**252.**

174A

[Problem About Equation](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 1100 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**253.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**254.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**255.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-07-06 · last AC: 2012-07-06 · GNU C++ (first AC) · Tags: greedy, math

[Enchom's solution](#)

**256.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**257.**

197C

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Rating: 1100 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Enchom's solution](#)

**258.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Enchom's solution](#)

**259.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Enchom's solution](#)

**260.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Enchom's solution](#)

**261.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Enchom's solution](#)

**262.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**263.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Enchom's solution](#)

**264.**

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Enchom's solution](#)

**265.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Enchom's solution](#)

**266.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Enchom's solution](#)

**267.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Enchom's solution](#)

**268.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Enchom's solution](#)

**269.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**270.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Enchom's solution](#)

**271.**

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**272.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Enchom's solution](#)

**273.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Enchom's solution](#)

**274.**

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Enchom's solution](#)

**275.**

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Enchom's solution](#)

**276.**

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-25 · Python 3 (first AC) · Tags: binary search, data structures, two pointers

[Enchom's solution](#)

**277.**

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-25 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**278.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Enchom's solution](#)

**279.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**280.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Enchom's solution](#)

**281.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

**282.**

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Enchom's solution](#)

**283.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[Enchom's solution](#)

**284.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++ (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[Enchom's solution](#)

**285.**

482A

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

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

[Enchom's solution](#)

**286.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**287.**

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**288.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**289.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[Enchom's solution](#)

**290.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**291.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**292.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2013-10-03 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Enchom's solution](#)

**293.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: brute force, graphs, math

[Enchom's solution](#)

**294.**

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**295.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**296.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**297.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Enchom's solution](#)

**298.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2013-07-01 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**299.**

146C

[Lucky Conversion](#) · [Tutorial](#)

Rating: 1200 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**300.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: graphs, implementation

[Enchom's solution](#)

**301.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**302.**

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**303.**

265C

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

Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**304.**

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: geometry, math

[Enchom's solution](#)

**305.**

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Enchom's solution](#)

**306.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2012-09-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**307.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**308.**

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**309.**

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**310.**

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: brute force

[Enchom's solution](#)

**311.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**312.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Enchom's solution](#)

**313.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**314.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**315.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**316.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**317.**

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**318.**

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: \*special, constructive algorithms

[Enchom's solution](#)

**319.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: \*special, implementation, number theory

[Enchom's solution](#)

**320.**

181C

[Trading Business](#) · [Tutorial](#)

Rating: 1200 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: games, graph matchings, greedy

[Enchom's solution](#)

**321.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: brute force

[Enchom's solution](#)

**322.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: number theory

[Enchom's solution](#)

**323.**

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Enchom's solution](#)

**324.**

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**325.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2012-07-05 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**326.**

203A

[Two Problems](#) · [Tutorial](#)

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

[Enchom's solution](#)

**327.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games

[Enchom's solution](#)

**328.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**329.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**330.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Enchom's solution](#)

**331.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Enchom's solution](#)

**332.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Enchom's solution](#)

**333.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Enchom's solution](#)

**334.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Enchom's solution](#)

**335.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Enchom's solution](#)

**336.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**337.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Enchom's solution](#)

**338.**

1815A

[Ilan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Enchom's solution](#)

**339.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Enchom's solution](#)

**340.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Enchom's solution](#)

**341.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Enchom's solution](#)

**342.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Enchom's solution](#)

**343.**

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Enchom's solution](#)

**344.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-27 · last AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Enchom's solution](#)

**345.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Enchom's solution](#)

**346.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Enchom's solution](#)

**347.**

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

[Enchom's solution](#)

**348.**

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

[Enchom's solution](#)

**349.**

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

[Enchom's solution](#)

**350.**

821B

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

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math

[Enchom's solution](#)

**351.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Enchom's solution](#)

**352.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**353.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**354.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**355.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

**356.**

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**357.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Enchom's solution](#)

**358.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**359.**

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Enchom's solution](#)

**360.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Enchom's solution](#)

**361.**

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · last AC: 2015-09-08 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**362.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Enchom's solution](#)

**363.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · last AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[Enchom's solution](#)

**364.**

526A

[King of Thieves](#) · [Tutorial](#)

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

[Enchom's solution](#)

**365.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Enchom's solution](#)

**366.**

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**367.**

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**368.**

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**369.**

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**370.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2012-07-06 · last AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, dp

[Enchom's solution](#)

**371.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**372.**

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**373.**

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Enchom's solution](#)

**374.**

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**375.**

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: \*special, implementation, strings

[Enchom's solution](#)

**376.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy

[Enchom's solution](#)

**377.**

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2012-12-24 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**378.**

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: greedy, math

[Enchom's solution](#)

**379.**

241A

[Old Peykan](#) · [Tutorial](#)

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

[Enchom's solution](#)

**380.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[Enchom's solution](#)

**381.**

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: geometry

[Enchom's solution](#)

**382.**

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: combinatorics, implementation

[Enchom's solution](#)

**383.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, implementation

[Enchom's solution](#)

**384.**

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**385.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**386.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: graphs, implementation, math

[Enchom's solution](#)

**387.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2012-08-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[Enchom's solution](#)

**388.**

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2012-08-05 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**389.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**390.**

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**391.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2012-07-28 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)

**392.**

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: binary search, implementation

[Enchom's solution](#)

**393.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[Enchom's solution](#)

**394.**

161A

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

Quality: 5,474 global accepts · Rating: 1300 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Enchom's solution](#)

**395.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: \*special, brute force

[Enchom's solution](#)

**396.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: \*special, combinatorics

[Enchom's solution](#)

**397.**

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**398.**

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: binary search, brute force

[Enchom's solution](#)

**399.**

186C

[Plant](#) · [Tutorial](#)

Rating: 1300 · first AC: 2012-07-07 · GNU C++ (first AC) · Tags: dp, math, matrices, number theory

[Enchom's solution](#)

**400.**

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: brute force, math

[Enchom's solution](#)

**401.**

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Enchom's solution](#)

**402.**

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: data structures, implementation, math

[Enchom's solution](#)

**403.**

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**404.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**405.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Enchom's solution](#)

**406.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Enchom's solution](#)

**407.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Enchom's solution](#)

**408.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Enchom's solution](#)

**409.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Enchom's solution](#)

**410.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Enchom's solution](#)

**411.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Enchom's solution](#)

**412.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Enchom's solution](#)

**413.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Enchom's solution](#)

**414.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Enchom's solution](#)

**415.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Enchom's solution](#)

**416.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Enchom's solution](#)

**417.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**418.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Enchom's solution](#)

**419.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Enchom's solution](#)

**420.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Enchom's solution](#)

**421.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Enchom's solution](#)

**422.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Enchom's solution](#)

**423.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Enchom's solution](#)

**424.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Enchom's solution](#)

**425.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**426.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[Enchom's solution](#)

**427.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,986 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Enchom's solution](#)

**428.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[Enchom's solution](#)

**429.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**430.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[Enchom's solution](#)

**431.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · last AC: 2015-09-08 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**432.**

526B

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

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

[Enchom's solution](#)

**433.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[Enchom's solution](#)

**434.**

516A

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

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

[Enchom's solution](#)

**435.**

513B1

[Permutations](#) · [Tutorial](#)

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

[Enchom's solution](#)

**436.**

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Enchom's solution](#)

**437.**

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

[Enchom's solution](#)

**438.**

227C

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

Rating: 1400 · first AC: 2012-09-24 · last AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**439.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**440.**

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**441.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: greedy, math, number theory

[Enchom's solution](#)

**442.**

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: \*special, binary search, brute force, data structures, strings

[Enchom's solution](#)

**443.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[Enchom's solution](#)

**444.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-07-30 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**445.**

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**446.**

316A2

[Special Task](#) · [Tutorial](#)

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

[Enchom's solution](#)

**447.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Enchom's solution](#)

**448.**

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2013-05-02 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**449.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**450.**

290A

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

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**451.**

284A

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

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Enchom's solution](#)

**452.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Enchom's solution](#)

**453.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Enchom's solution](#)

**454.**

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Enchom's solution](#)

**455.**

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**456.**

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Enchom's solution](#)

**457.**

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**458.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,585 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**459.**

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**460.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**461.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**462.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**463.**

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**464.**

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: math, sortings

[Enchom's solution](#)

**465.**

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation

[Enchom's solution](#)

**466.**

131C

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

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**467.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-07-27 · GNU C++ (first AC) · Tags: geometry, math

[Enchom's solution](#)

**468.**

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: games, greedy, math, number theory

[Enchom's solution](#)

**469.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-07-19 · GNU C++ (first AC) · Tags: \*special, greedy, implementation

[Enchom's solution](#)

**470.**

158C

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

Quality: 10,389 global accepts · Rating: 1400 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[Enchom's solution](#)

**471.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Enchom's solution](#)

**472.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**473.**

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**474.**

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, greedy

[Enchom's solution](#)

**475.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**476.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[Enchom's solution](#)

**477.**

203C

[Photographer](#) · [Tutorial](#)

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

[Enchom's solution](#)

**478.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-07-02 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Enchom's solution](#)

**479.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Enchom's solution](#)

**480.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[Enchom's solution](#)

**481.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Enchom's solution](#)

**482.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Enchom's solution](#)

**483.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Enchom's solution](#)

**484.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Enchom's solution](#)

**485.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Enchom's solution](#)

**486.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Enchom's solution](#)

**487.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Enchom's solution](#)

**488.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Enchom's solution](#)

**489.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**490.**

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Enchom's solution](#)

**491.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Enchom's solution](#)

**492.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Enchom's solution](#)

**493.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Enchom's solution](#)

**494.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[Enchom's solution](#)

**495.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Enchom's solution](#)

**496.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Enchom's solution](#)

**497.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[Enchom's solution](#)

**498.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Enchom's solution](#)

**499.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Enchom's solution](#)

**500.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**501.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Enchom's solution](#)

**502.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2015-04-23 · GNU C++ (first AC) · Tags: brute force, strings

[Enchom's solution](#)

**503.**

528A

[Glass Carving](#) · [Tutorial](#)

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

[Enchom's solution](#)

**504.**

521A

[DNA Alignment](#) · [Tutorial](#)

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

[Enchom's solution](#)

**505.**

497A

[Removing Columns](#) · [Tutorial](#)

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

[Enchom's solution](#)

**506.**

494A

[Treasure](#) · [Tutorial](#)

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

[Enchom's solution](#)

**507.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Enchom's solution](#)

**508.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**509.**

409H

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

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

[Enchom's solution](#)

**510.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Enchom's solution](#)

**511.**

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[Enchom's solution](#)

**512.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Enchom's solution](#)

**513.**

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: \*special, probabilities

[Enchom's solution](#)

**514.**

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2013-09-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Enchom's solution](#)

**515.**

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Enchom's solution](#)

**516.**

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Enchom's solution](#)

**517.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[Enchom's solution](#)

**518.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Enchom's solution](#)

**519.**

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**520.**

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings

[Enchom's solution](#)

**521.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[Enchom's solution](#)

**522.**

316B1

[EKG](#) · [Tutorial](#)

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

[Enchom's solution](#)

**523.**

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2012-07-16 · last AC: 2013-05-17 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Enchom's solution](#)

**524.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2012-07-16 · last AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, math, matrices

[Enchom's solution](#)

**525.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[Enchom's solution](#)

**526.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-24 · GNU C++ (first AC) · Tags: games, greedy

[Enchom's solution](#)

**527.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**528.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Enchom's solution](#)

**529.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math

[Enchom's solution](#)

**530.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[Enchom's solution](#)

**531.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Enchom's solution](#)

**532.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: data structures, implementation

[Enchom's solution](#)

**533.**

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**534.**

265D

[Good Sequences](#) · [Tutorial](#)

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

[Enchom's solution](#)

**535.**

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[Enchom's solution](#)

**536.**

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Enchom's solution](#)

**537.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**538.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**539.**

239B

[Easy Tape Programming](#) · [Tutorial](#)

Quality: 1,474 global accepts · Rating: 1500 · first AC: 2012-11-08 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**540.**

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**541.**

230C

[Shifts](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp, implementation

[Enchom's solution](#)

**542.**

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2012-09-02 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**543.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2012-08-04 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[Enchom's solution](#)

**544.**

122D

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

Rating: 1500 · first AC: 2012-08-02 · GNU C++ (first AC) · Tags: brute force

[Enchom's solution](#)

**545.**

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-31 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Enchom's solution](#)

**546.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2012-07-28 · GNU C++ (first AC) · Tags: sortings

[Enchom's solution](#)

**547.**

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**548.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**549.**

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-07-19 · GNU C++ (first AC) · Tags: \*special, brute force, dp, strings

[Enchom's solution](#)

**550.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: binary search, implementation

[Enchom's solution](#)

**551.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: \*special, number theory

[Enchom's solution](#)

**552.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: \*special, implementation, sortings

[Enchom's solution](#)

**553.**

205D

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

Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, brute force, sortings

[Enchom's solution](#)

**554.**

205C

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

Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, math

[Enchom's solution](#)

**555.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1500 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: data structures

[Enchom's solution](#)

**556.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Enchom's solution](#)

**557.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Enchom's solution](#)

**558.**

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**559.**

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**560.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: dfs and similar

[Enchom's solution](#)

**561.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Enchom's solution](#)

**562.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Enchom's solution](#)

**563.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Enchom's solution](#)

**564.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Enchom's solution](#)

**565.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Enchom's solution](#)

**566.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Enchom's solution](#)

**567.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Enchom's solution](#)

**568.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Enchom's solution](#)

**569.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Enchom's solution](#)

**570.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Enchom's solution](#)

**571.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Enchom's solution](#)

**572.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Enchom's solution](#)

**573.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Enchom's solution](#)

**574.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Enchom's solution](#)

**575.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Enchom's solution](#)

**576.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**577.**

1028C

[Rectangles](#) · [Tutorial](#)

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

[Enchom's solution](#)

**578.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Enchom's solution](#)

**579.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Enchom's solution](#)

**580.**

781A

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Enchom's solution](#)

**581.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Enchom's solution](#)

**582.**

763A

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

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

[Enchom's solution](#)

**583.**

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Enchom's solution](#)

**584.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[Enchom's solution](#)

**585.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**586.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Enchom's solution](#)

**587.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Enchom's solution](#)

**588.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Enchom's solution](#)

**589.**

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · last AC: 2015-09-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Enchom's solution](#)

**590.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Enchom's solution](#)

**591.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Enchom's solution](#)

**592.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Enchom's solution](#)

**593.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Enchom's solution](#)

**594.**

512A

[Fox And Names](#) · [Tutorial](#)

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

[Enchom's solution](#)

**595.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**596.**

500B

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

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

[Enchom's solution](#)

**597.**

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**598.**

411B

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

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

[Enchom's solution](#)

**599.**

406A

[Unusual Product](#) · [Tutorial](#)

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

[Enchom's solution](#)

**600.**

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-23 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**601.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: data structures, greedy

[Enchom's solution](#)

**602.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Enchom's solution](#)

**603.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Enchom's solution](#)

**604.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Enchom's solution](#)

**605.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Enchom's solution](#)

**606.**

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Enchom's solution](#)

**607.**

344C

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

Rating: 1600 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**608.**

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: combinatorics, implementation, math

[Enchom's solution](#)

**609.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**610.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: binary search, greedy, math, matrices, number theory

[Enchom's solution](#)

**611.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**612.**

319A

[Malek Dance Club](#) · [Tutorial](#)

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

[Enchom's solution](#)

**613.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[Enchom's solution](#)

**614.**

316B2

[EKG](#) · [Tutorial](#)

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

[Enchom's solution](#)

**615.**

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**616.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**617.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Enchom's solution](#)

**618.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2013-05-02 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Enchom's solution](#)

**619.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**620.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: \*special, greedy

[Enchom's solution](#)

**621.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-16 · GNU C++ (first AC) · Tags: \*special, bitmasks, brute force, implementation

[Enchom's solution](#)

**622.**

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Enchom's solution](#)

**623.**

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Enchom's solution](#)

**624.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Enchom's solution](#)

**625.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: binary search, number theory

[Enchom's solution](#)

**626.**

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2012-11-26 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**627.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[Enchom's solution](#)

**628.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2012-11-21 · last AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[Enchom's solution](#)

**629.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[Enchom's solution](#)

**630.**

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,647 global accepts · Rating: 1600 · first AC: 2012-10-25 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[Enchom's solution](#)

**631.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[Enchom's solution](#)

**632.**

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**633.**

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**634.**

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Enchom's solution](#)

**635.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: brute force, geometry

[Enchom's solution](#)

**636.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2012-10-07 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Enchom's solution](#)

**637.**

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[Enchom's solution](#)

**638.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[Enchom's solution](#)

**639.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: brute force, math

[Enchom's solution](#)

**640.**

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 1600 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**641.**

151D

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

Rating: 1600 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs, math

[Enchom's solution](#)

**642.**

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-07-22 · GNU C++ (first AC) · Tags: math, number theory

[Enchom's solution](#)

**643.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2012-07-17 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings,

two pointers

[Enchom's solution](#)

**644.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: \*special, brute force, implementation, number theory

[Enchom's solution](#)

**645.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[Enchom's solution](#)

**646.**

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**647.**

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**648.**

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**649.**

207B1

[Military Trainings](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1600 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**650.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Enchom's solution](#)

**651.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Enchom's solution](#)

**652.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Enchom's solution](#)

**653.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Enchom's solution](#)

**654.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Enchom's solution](#)

**655.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Enchom's solution](#)

**656.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Enchom's solution](#)

**657.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Enchom's solution](#)

**658.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Enchom's solution](#)

**659.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Enchom's solution](#)

**660.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Enchom's solution](#)

**661.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Enchom's solution](#)

**662.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Enchom's solution](#)

**663.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**664.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Enchom's solution](#)

**665.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Enchom's solution](#)

**666.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Enchom's solution](#)

**667.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Enchom's solution](#)

**668.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

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

[Enchom's solution](#)

**669.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Enchom's solution](#)

**670.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Enchom's solution](#)

**671.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Enchom's solution](#)

**672.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Enchom's solution](#)

**673.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings,

two pointers

[Enchom's solution](#)

**674.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Enchom's solution](#)

**675.**

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

[Enchom's solution](#)

**676.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Enchom's solution](#)

**677.**

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[Enchom's solution](#)

**678.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Enchom's solution](#)

**679.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Enchom's solution](#)

**680.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**681.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[Enchom's solution](#)

**682.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**683.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Enchom's solution](#)

**684.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Enchom's solution](#)

**685.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**686.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[Enchom's solution](#)

**687.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Enchom's solution](#)

**688.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**689.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[Enchom's solution](#)

**690.**

578B

["Or" Game](#) · [Tutorial](#)

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

[Enchom's solution](#)

**691.**

578A

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

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

[Enchom's solution](#)

**692.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2014-09-12 · last AC: 2015-09-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Enchom's solution](#)

**693.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-03 · last AC: 2015-09-08 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Enchom's solution](#)

**694.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Enchom's solution](#)

**695.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Enchom's solution](#)

**696.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Enchom's solution](#)

**697.**

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Enchom's solution](#)

**698.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[Enchom's solution](#)

**699.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Enchom's solution](#)

**700.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Enchom's solution](#)

**701.**

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[Enchom's solution](#)

**702.**

458A

[Golden System](#) · [Tutorial](#)

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

[Enchom's solution](#)

**703.**

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**704.**

409D

[Big Data](#) · [Tutorial](#)

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

[Enchom's solution](#)

**705.**

409C

[Magnum Opus](#) · [Tutorial](#)

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

[Enchom's solution](#)

**706.**

409A

[The Great Game](#) · [Tutorial](#)

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

[Enchom's solution](#)

**707.**

406B

[Toy Sum](#) · [Tutorial](#)

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

[Enchom's solution](#)

**708.**

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-03-09 · last AC: 2014-03-15 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Enchom's solution](#)

**709.**

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**710.**

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-27 · GNU C++ (first AC) · Tags: implementation, sortings

[Enchom's solution](#)

**711.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**712.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[Enchom's solution](#)

**713.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Enchom's solution](#)

**714.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: \*special, data structures, greedy, sortings

[Enchom's solution](#)

**715.**

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[Enchom's solution](#)

**716.**

321A

[Ciel and Robot](#) · [Tutorial](#)

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

[Enchom's solution](#)

**717.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[Enchom's solution](#)

**718.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: geometry, math

[Enchom's solution](#)

**719.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**720.**

294B

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

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

[Enchom's solution](#)

**721.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, graph matchings, implementation, trees

[Enchom's solution](#)

**722.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2013-03-24 · GNU C++ (first AC) · Tags: binary search, math

[Enchom's solution](#)

**723.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs

[Enchom's solution](#)

**724.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2013-03-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Enchom's solution](#)

**725.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Enchom's solution](#)

**726.**

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-02-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**727.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-27 · last AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms,

greedy, implementation

[Enchom's solution](#)

**728.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2012-11-19 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**729.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[Enchom's solution](#)

**730.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-22 · GNU C++ (first AC) · Tags: dp, matrices

[Enchom's solution](#)

**731.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2012-09-14 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**732.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2012-08-29 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**733.**

94C

[Frames](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-27 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**734.**

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-08-01 · GNU C++ (first AC) · Tags: hashing, strings

[Enchom's solution](#)

**735.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[Enchom's solution](#)

**736.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-07-29 · GNU C++ (first AC) · Tags: sortings

[Enchom's solution](#)

**737.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2012-07-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**738.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-07-18 · GNU C++ (first AC) · Tags: implementation, math, sortings

[Enchom's solution](#)

**739.**

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2012-07-15 · GNU C++ (first AC) · Tags: implementation, strings

[Enchom's solution](#)

**740.**

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-07-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings

[Enchom's solution](#)

**741.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Enchom's solution](#)

**742.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Enchom's solution](#)

**743.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Enchom's solution](#)

**744.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Enchom's solution](#)

**745.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Enchom's solution](#)

**746.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[Enchom's solution](#)

**747.**

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Enchom's solution](#)

**748.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Enchom's solution](#)

**749.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Enchom's solution](#)

**750.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Enchom's solution](#)

**751.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Enchom's solution](#)

**752.**

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**753.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Enchom's solution](#)

**754.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Enchom's solution](#)

**755.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**756.**

1326D2

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

Quality: 11,755 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

[Enchom's solution](#)

**757.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 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

[Enchom's solution](#)

**758.**

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

[Enchom's solution](#)

**759.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Enchom's solution](#)

**760.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Enchom's solution](#)

**761.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Enchom's solution](#)

**762.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Enchom's solution](#)

**763.**

869C

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

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Enchom's solution](#)

**764.**

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Enchom's solution](#)

**765.**

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[Enchom's solution](#)

**766.**

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**767.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Enchom's solution](#)

**768.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Enchom's solution](#)

**769.**

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-30 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Enchom's solution](#)

**770.**

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Enchom's solution](#)

**771.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Enchom's solution](#)

**772.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Enchom's solution](#)

**773.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Enchom's solution](#)

**774.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Enchom's solution](#)

**775.**

528B

[Clique Problem](#) · [Tutorial](#)

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

[Enchom's solution](#)

**776.**

513G1

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

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

[Enchom's solution](#)

**777.**

513B2

[Permutations](#) · [Tutorial](#)

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

[Enchom's solution](#)

**778.**

487A

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

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

[Enchom's solution](#)

**779.**

482B

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

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

[Enchom's solution](#)

**780.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: string suffix structures, strings

[Enchom's solution](#)

**781.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Enchom's solution](#)

**782.**

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: greedy, implementation

[Enchom's solution](#)

**783.**

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[Enchom's solution](#)

**784.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Enchom's solution](#)

**785.**

146D

[Lucky Number 2](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Enchom's solution](#)

**786.**

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**787.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Enchom's solution](#)

**788.**

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Enchom's solution](#)

**789.**

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Enchom's solution](#)

**790.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Enchom's solution](#)

**791.**

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-23 · GNU C++ (first AC) · Tags: geometry, probabilities

[Enchom's solution](#)

**792.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-07-24 · GNU C++ (first AC) · Tags: constructive algorithms

[Enchom's solution](#)

**793.**

173B

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

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[Enchom's solution](#)

**794.**

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2012-07-13 · GNU C++ (first AC) · Tags: data structures, greedy

[Enchom's solution](#)

**795.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 1800 · first AC: 2012-07-09 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**796.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: geometry

[Enchom's solution](#)

**797.**

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Enchom's solution](#)

**798.**

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: expression parsing, implementation

[Enchom's solution](#)

**799.**

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2012-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Enchom's solution](#)

**800.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Enchom's solution](#)

**801.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Enchom's solution](#)

**802.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Enchom's solution](#)

**803.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Enchom's solution](#)

**804.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Enchom's solution](#)

**805.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Enchom's solution](#)

**806.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Enchom's solution](#)

**807.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Enchom's solution](#)

**808.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Enchom's solution](#)

**809.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Enchom's solution](#)

**810.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Enchom's solution](#)

**811.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, trees

[Enchom's solution](#)

**812.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Enchom's solution](#)

**813.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Enchom's solution](#)

**814.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Enchom's solution](#)

**815.**

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Enchom's solution](#)

**816.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Enchom's solution](#)

**817.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Enchom's solution](#)

**818.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Enchom's solution](#)

**819.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[Enchom's solution](#)

**820.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**821.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Enchom's solution](#)

**822.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[Enchom's solution](#)

**823.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[Enchom's solution](#)

**824.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

**825.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Enchom's solution](#)

**826.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

**827.**

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force

[Enchom's solution](#)

**828.**

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[Enchom's solution](#)

**829.**

512B

[Fox And Jumping](#) · [Tutorial](#)

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

[Enchom's solution](#)

**830.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**831.**

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Enchom's solution](#)

**832.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Enchom's solution](#)

**833.**

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[Enchom's solution](#)

**834.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Enchom's solution](#)

**835.**

458B

[Distributed Join](#) · [Tutorial](#)

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

[Enchom's solution](#)

**836.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Enchom's solution](#)

**837.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2013-12-23 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Enchom's solution](#)

**838.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Enchom's solution](#)

**839.**

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, two pointers

[Enchom's solution](#)

**840.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[Enchom's solution](#)

**841.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[Enchom's solution](#)

**842.**

321B

[Ciel and Duel](#) · [Tutorial](#)

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

[Enchom's solution](#)

**843.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Enchom's solution](#)

**844.**

294C

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

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

[Enchom's solution](#)

**845.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[Enchom's solution](#)

**846.**

259D

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

Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[Enchom's solution](#)

**847.**

241G

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

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

[Enchom's solution](#)

**848.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Enchom's solution](#)

**849.**

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2012-08-06 · GNU C++ (first AC) · Tags: greedy

[Enchom's solution](#)

**850.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2012-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Enchom's solution](#)

**851.**

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**852.**

207B2

[Military Trainings](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 1900 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**853.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Enchom's solution](#)

**854.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Enchom's solution](#)

**855.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Enchom's solution](#)

**856.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Enchom's solution](#)

**857.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Enchom's solution](#)

**858.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Enchom's solution](#)

**859.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Enchom's solution](#)

**860.**

1951D

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**861.**

1943B

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Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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**862.**

1936B

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Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

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**863.**

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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**864.**

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees,

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**865.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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**866.**

1718B

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**867.**

1685B

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**868.**

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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**869.**

1349B

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**870.**

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

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**871.**

1266D

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**872.**

1240B

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**873.**

1083B

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**874.**

776D

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dsu, graphs

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[Robin Hood](#) · [Tutorial](#)

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**876.**

6300

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611D

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**880.**

555B

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**881.**

526C

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Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures

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516B

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**884.**

513C

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

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**885.**

494B

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**886.**

487B

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**887.**

475D

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468B

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**894.**

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341C

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**896.**

337D

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Quality: 6,907 global accepts · Rating: 2000 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

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**900.**

197D

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**901.**

291E

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**902.**

280A

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**903.**

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**906.**

181E

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Rating: 2000 · first AC: 2012-07-10 · GNU C++ (first AC) · Tags: games

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**907.**

321C

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**912.**

1868B2

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**913.**

1864E

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**914.**

1832D1

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**915.**

1654D

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**916.**

1322B

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1266E

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1240C

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**919.**

1098B

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821E

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**922.**

781C

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768E

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Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

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763B

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**925.**

690D3

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Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

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601B

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Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

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**927.**

455C

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**928.**

571A

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Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

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**929.**

229D

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Quality: 2,619 global accepts · Rating: 2100 · first AC: 2015-09-08 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

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**930.**

529D

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**931.**

522C

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521B

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Rating: 2100 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

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**933.**

498C

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**934.**

497C

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Rating: 2100 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

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**935.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

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**936.**

484B

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Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

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**937.**

458C

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

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**938.**

343D

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Quality: 6,849 global accepts · Rating: 2100 · first AC: 2013-09-17 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

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**939.**

340B

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336D

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Quality: 1,213 global accepts · Rating: 2100 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

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333D

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**942.**

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Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

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**944.**

178D3

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Quality: 271 global accepts · Rating: 2100 · first AC: 2012-07-08 · GNU C++ (first AC) · Tags: —

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**945.**

207D4

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**946.**

2101C

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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**947.**

2062D

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**948.**

1909F1

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**949.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

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**950.**

1615D

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**951.**

1556E

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**952.**

1557D

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**953.**

1515E

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1477C

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**955.**

1336C

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[Enchom's solution](#)

**956.**

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1305E

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**958.**

1261D1

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**959.**

1261C

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**960.**

1246C

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1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Enchom's solution](#)

**962.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Enchom's solution](#)

**963.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Enchom's solution](#)

**964.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Enchom's solution](#)

**965.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[Enchom's solution](#)

**966.**

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[Enchom's solution](#)

**967.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[Enchom's solution](#)

**968.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Enchom's solution](#)

**969.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Enchom's solution](#)

**970.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Enchom's solution](#)

**971.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++ (first AC) · Tags: data structures

[Enchom's solution](#)

**972.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Enchom's solution](#)

**973.**

526D

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

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

[Enchom's solution](#)

**974.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Enchom's solution](#)

**975.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math

[Enchom's solution](#)

**976.**

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

**977.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[Enchom's solution](#)

**978.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: binary search, data structures

[Enchom's solution](#)

**979.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-31 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[Enchom's solution](#)

**980.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2013-08-29 · GNU C++ (first AC) · Tags: brute force, number theory, trees

[Enchom's solution](#)

**981.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Enchom's solution](#)

**982.**

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Enchom's solution](#)

**983.**

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Enchom's solution](#)

**984.**

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-07-14 · GNU C++ (first AC) · Tags: \*special, dfs and similar, expression parsing

[Enchom's solution](#)

**985.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[Enchom's solution](#)

**986.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Enchom's solution](#)

**987.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Enchom's solution](#)

**988.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Enchom's solution](#)

**989.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Enchom's solution](#)

**990.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Enchom's solution](#)

**991.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Enchom's solution](#)

**992.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Enchom's solution](#)

**993.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Enchom's solution](#)

**994.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Enchom's solution](#)

**995.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Enchom's solution](#)

**996.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Enchom's solution](#)

**997.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Enchom's solution](#)

**998.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Enchom's solution](#)

**999.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Enchom's solution](#)

**1000.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[Enchom's solution](#)

**1001.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Enchom's solution](#)

**1002.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Enchom's solution](#)

**1003.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Enchom's solution](#)

**1004.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1005.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Enchom's solution](#)

**1006.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Enchom's solution](#)

**1007.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · last AC: 2015-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Enchom's solution](#)

**1008.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2015-07-19 · last AC: 2015-07-19 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Enchom's solution](#)

**1009.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[Enchom's solution](#)

**1010.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Enchom's solution](#)

**1011.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[Enchom's solution](#)**1012.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: flows, graph matchings

[Enchom's solution](#)**1013.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[Enchom's solution](#)**1014.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Enchom's solution](#)**1015.**

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)**1016.**

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2012-07-04 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[Enchom's solution](#)**1017.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Enchom's solution](#)**1018.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Enchom's solution](#)**1019.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Enchom's solution](#)**1020.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Enchom's solution](#)**1021.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Enchom's solution](#)

## 1022.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Enchom's solution](#)

## 1023.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Enchom's solution](#)

## 1024.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Enchom's solution](#)

## 1025.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Enchom's solution](#)

## 1026.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Enchom's solution](#)

## 1027.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Enchom's solution](#)

## 1028.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Enchom's solution](#)

## 1029.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Enchom's solution](#)

## 1030.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Enchom's solution](#)

**1031.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Enchom's solution](#)**1032.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Enchom's solution](#)**1033.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Enchom's solution](#)**1034.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Enchom's solution](#)**1035.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Enchom's solution](#)**1036.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Enchom's solution](#)**1037.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)**1038.**

674C

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

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Enchom's solution](#)**1039.**

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Enchom's solution](#)**1040.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Enchom's solution](#)**1041.**

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Enchom's solution](#)

### 1042.

611E

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

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Enchom's solution](#)

### 1043.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: dp

[Enchom's solution](#)

### 1044.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[Enchom's solution](#)

### 1045.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2013-06-16 · GNU C++ (first AC) · Tags: data structures, dp

[Enchom's solution](#)

### 1046.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-05-16 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[Enchom's solution](#)

### 1047.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Enchom's solution](#)

### 1048.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Enchom's solution](#)

### 1049.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Enchom's solution](#)

### 1050.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Enchom's solution](#)

### 1051.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Enchom's solution](#)

**1052.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Enchom's solution](#)

**1053.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Enchom's solution](#)

**1054.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Enchom's solution](#)

**1055.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Enchom's solution](#)

**1056.**

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Enchom's solution](#)

**1057.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Enchom's solution](#)

**1058.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Enchom's solution](#)

**1059.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[Enchom's solution](#)

**1060.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Enchom's solution](#)

**1061.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[Enchom's solution](#)

**1062.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-04 · last AC: 2013-09-05 · GNU C++ (first AC) · Tags: data structures

[Enchom's solution](#)

**1063.**

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: \*special, constructive algorithms

[Enchom's solution](#)

**1064.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Enchom's solution](#)

**1065.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Enchom's solution](#)

**1066.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Enchom's solution](#)

**1067.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Enchom's solution](#)

**1068.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Enchom's solution](#)

**1069.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Enchom's solution](#)

**1070.**

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Enchom's solution](#)

**1071.**

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Enchom's solution](#)

**1072.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Enchom's solution](#)

### 1073.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

### 1074.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Enchom's solution](#)

### 1075.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Enchom's solution](#)

### 1076.

513E1

[Subarray Cuts](#) · [Tutorial](#)

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

[Enchom's solution](#)

### 1077.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2014-09-16 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[Enchom's solution](#)

### 1078.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Enchom's solution](#)

### 1079.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Enchom's solution](#)

### 1080.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Enchom's solution](#)

### 1081.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp, strings

[Enchom's solution](#)

### 1082.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Enchom's solution](#)

**1083.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Enchom's solution](#)

**1084.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[Enchom's solution](#)

**1085.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Enchom's solution](#)

**1086.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Enchom's solution](#)

**1087.**

657D

[Bear and Paradox](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Enchom's solution](#)

**1088.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-08-07 · last AC: 2015-08-07 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Enchom's solution](#)

**1089.**

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Enchom's solution](#)

**1090.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Enchom's solution](#)

**1091.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[Enchom's solution](#)

**1092.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Enchom's solution](#)

**1093.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2013-09-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Enchom's solution](#)

**1094.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Enchom's solution](#)

**1095.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks

[Enchom's solution](#)

**1096.**

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Enchom's solution](#)

**1097.**

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, communication

[Enchom's solution](#)

**1098.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, shortest paths

[Enchom's solution](#)

**1099.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, games, interactive

[Enchom's solution](#)

**1100.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Enchom's solution](#)

**1101.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Enchom's solution](#)

**1102.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, graph matchings, implementation

[Enchom's solution](#)

**1103.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[Enchom's solution](#)

#### 1104.

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · PyPy 3-64 (first AC) · Tags: \*special

[Enchom's solution](#)

#### 1105.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Enchom's solution](#)

#### 1106.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[Enchom's solution](#)

#### 1107.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[Enchom's solution](#)

#### 1108.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[Enchom's solution](#)

#### 1109.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[Enchom's solution](#)

#### 1110.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[Enchom's solution](#)

#### 1111.

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, number theory

[Enchom's solution](#)

#### 1112.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[Enchom's solution](#)

#### 1113.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[Enchom's solution](#)

#### 1114.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

**1115.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, schedules

[Enchom's solution](#)

**1116.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Enchom's solution](#)

**1117.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, strings

[Enchom's solution](#)

**1118.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[Enchom's solution](#)

**1119.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[Enchom's solution](#)

**1120.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, games, math

[Enchom's solution](#)

**1121.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Enchom's solution](#)

**1122.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Enchom's solution](#)

**1123.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[Enchom's solution](#)

**1124.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Enchom's solution](#)

**1125.**

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: \*special

[Enchom's solution](#)

### 1126.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special, brute force, dp, strings

[Enchom's solution](#)

### 1127.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[Enchom's solution](#)

### 1128.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[Enchom's solution](#)

### 1129.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks

[Enchom's solution](#)

### 1130.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[Enchom's solution](#)

### 1131.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

### 1132.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

### 1133.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

### 1134.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

### 1135.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

### 1136.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

**1137.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Enchom's solution](#)

**1138.**

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1139.**

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1140.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1141.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1142.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1143.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1144.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1145.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1146.**

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · GNU C++11 (first AC) · Tags: —

[Enchom's solution](#)

**1147.**

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1148.**

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1149.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2014-04-23 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Enchom's solution](#)

**1150.**

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1151.**

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1152.**

100228J

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

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1153.**

100155C

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

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1154.**

100155A

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

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1155.**

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1156.**

100155I

[Contest Hall Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2013-01-24 · GNU C++ (first AC) · Tags: —

[Enchom's solution](#)

**1157.**

100090H

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

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

[Enchom's solution](#)

**1158.**

100090C

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

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

[Enchom's solution](#)

**1159.**

100090E

[Counterfeiters](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1160.**

100090I

[Retakes](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1161.**

100090A

[After Two Hares](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1162.**

100090M

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

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

[Enchom's solution](#)

**1163.**

100090D

[Insomnia](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1164.**

100090J

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

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

[Enchom's solution](#)

**1165.**

100090K

[Bracket Sequence](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1166.**

100090G

[The Last Wish](#) · [Tutorial](#)

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

[Enchom's solution](#)

**1167.**

100090L

[Hard Problem](#) · [Tutorial](#)

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

[Enchom's solution](#)