

Unique solved — Errichto

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

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Filters: none

Count: 1,530

1.

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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2.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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3.

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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4.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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5.

2123B

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Quality: 34,909 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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6.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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7.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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8.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,190 global accepts · Rating: 800 · first AC: 2024-02-23 · last AC: 2024-02-23 · PyPy 3-64 (first AC) · Tags: implementation

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9.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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10.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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11.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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12.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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13.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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14.

1782A

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

Rating: 800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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15.

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-11-06 · Kotlin 1.6 (first AC) · Tags: implementation, math

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16.

1656A

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Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

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17.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-27 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Errichto's solution](#)

18.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

19.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Errichto's solution](#)

20.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Errichto's solution](#)

21.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Errichto's solution](#)

22.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Errichto's solution](#)

23.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Errichto's solution](#)

24.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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25.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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26.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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27.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

28.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

29.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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30.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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31.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,462 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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32.

1368A

[C++](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Errichto's solution](#)

33.

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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34.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Errichto's solution](#)

35.

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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36.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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37.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Errichto's solution](#)

38.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Errichto's solution](#)

39.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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40.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,336 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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41.

755A

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42.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Errichto's solution](#)

43.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

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44.

630A

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

Quality: 93,498 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

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45.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

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46.

520A

[Pangram](#) · [Tutorial](#)

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47.

513A

[Game](#) · [Tutorial](#)

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

[Errichto's solution](#)

48.

472A

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Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[Errichto's solution](#)

49.

467A

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

Quality: 155,917 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

50.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2014-09-16 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation

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51.

443A

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

Quality: 112,027 global accepts · Rating: 800 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

52.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

53.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: implementation, math

[Errichto's solution](#)

54.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: brute force

[Errichto's solution](#)

55.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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56.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Errichto's solution](#)

57.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Errichto's solution](#)

58.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,943 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Errichto's solution](#)

59.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Errichto's solution](#)

60.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Errichto's solution](#)

61.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

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62.

1110A

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63.

1055A

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64.

914A

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Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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65.

913A

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66.

868A

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Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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67.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Errichto's solution](#)

68.

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

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69.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[Errichto's solution](#)

70.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

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71.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: sortings

[Errichto's solution](#)

72.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

73.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

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74.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

75.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

76.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

77.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 900 · first AC: 2014-09-10 · last AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry

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78.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

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79.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,463 global accepts · Rating: 900 · first AC: 2014-03-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Errichto's solution](#)

80.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation, math

[Errichto's solution](#)

81.

313A

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

Quality: 65,035 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory

[Errichto's solution](#)

82.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Errichto's solution](#)

83.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Errichto's solution](#)

84.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

85.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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86.

1782B

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

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

[Errichto's solution](#)

87.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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88.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,836 global accepts · Rating: 1000 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math

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89.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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90.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Errichto's solution](#)

91.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Errichto's solution](#)

92.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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93.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

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94.

757A

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

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

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95.

742A

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Quality: 51,977 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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96.

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

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97.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

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98.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

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99.

560A

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

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: implementation, sortings

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100.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: math

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101.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

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102.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,828 global accepts · Rating: 1000 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: implementation, strings

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103.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-01-09 · GNU C++0x (first AC) · Tags: greedy, implementation

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104.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

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105.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,265 global accepts · Rating: 1000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: brute force, math

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106.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: math

[Errichto's solution](#)

107.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry, sortings

[Errichto's solution](#)

108.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[Errichto's solution](#)

109.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Errichto's solution](#)

110.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Errichto's solution](#)

111.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Errichto's solution](#)

112.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Errichto's solution](#)

113.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Errichto's solution](#)

114.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Errichto's solution](#)

115.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Errichto's solution](#)

116.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

117.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Errichto's solution](#)

118.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

119.

1428C

[ABBB](#) · [Tutorial](#)

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

[Errichto's solution](#)

120.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Errichto's solution](#)

121.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Errichto's solution](#)

122.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Errichto's solution](#)

123.

1033B

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

Quality: 11,953 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Errichto's solution](#)

124.

765B

[Code obfuscation](#) · [Tutorial](#)

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

[Errichto's solution](#)

125.

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

[Errichto's solution](#)

126.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Errichto's solution](#)

127.

630D

[Hexagons!](#) · [Tutorial](#)

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

[Errichto's solution](#)

128.

630J

[Divisibility](#) · [Tutorial](#)

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

[Errichto's solution](#)

129.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Errichto's solution](#)

130.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

131.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[Errichto's solution](#)

132.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Errichto's solution](#)

133.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Errichto's solution](#)

134.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Errichto's solution](#)

135.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: implementation, math

[Errichto's solution](#)

136.

501B

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

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: data structures, dsu, strings

[Errichto's solution](#)

137.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

138.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

139.

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Errichto's solution](#)

140.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry, implementation, math

[Errichto's solution](#)

141.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,775 global accepts · Rating: 1100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: sortings

[Errichto's solution](#)

142.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation, sortings

[Errichto's solution](#)

143.

313B

[Ilya and Queries](#) · [Tutorial](#)

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

[Errichto's solution](#)

144.

296A

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

Quality: 26,036 global accepts · Rating: 1100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: greedy, math

[Errichto's solution](#)

145.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Errichto's solution](#)

146.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Errichto's solution](#)

147.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Errichto's solution](#)

148.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Errichto's solution](#)

149.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Errichto's solution](#)

150.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy,

sortings

[Errichto's solution](#)

151.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Errichto's solution](#)

152.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Errichto's solution](#)

153.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Errichto's solution](#)

154.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Errichto's solution](#)

155.

1428B

[Belted Rooms](#) · [Tutorial](#)

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

[Errichto's solution](#)

156.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Errichto's solution](#)

157.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

158.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

159.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Errichto's solution](#)

160.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Errichto's solution](#)

161.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Errichto's solution](#)

162.

1043B

[Lost Array](#) · [Tutorial](#)

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

[Errichto's solution](#)

163.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Errichto's solution](#)

164.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Errichto's solution](#)

165.

908B

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

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

[Errichto's solution](#)

166.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Errichto's solution](#)

167.

765C

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

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

[Errichto's solution](#)

168.

708A

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

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

[Errichto's solution](#)

169.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[Errichto's solution](#)

170.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Errichto's solution](#)

171.

630B

[Moore's Law](#) · [Tutorial](#)

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

[Errichto's solution](#)

172.

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

[Errichto's solution](#)

173.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

174.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

175.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

176.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Errichto's solution](#)

177.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Errichto's solution](#)

178.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

179.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2014-09-16 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation

[Errichto's solution](#)

180.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,016 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

181.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry, math

[Errichto's solution](#)

182.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,572 global accepts · Rating: 1200 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math, number theory

[Errichto's solution](#)

183.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: implementation

[Errichto's solution](#)

184.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Errichto's solution](#)

185.

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

[Errichto's solution](#)

186.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1200 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Errichto's solution](#)

187.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Errichto's solution](#)

188.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Errichto's solution](#)

189.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

190.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Errichto's solution](#)

191.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Errichto's solution](#)

192.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Errichto's solution](#)

193.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Errichto's solution](#)

194.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-11-06 · Kotlin 1.6 (first AC) · Tags: implementation, strings
[Errichto's solution](#)

195.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Errichto's solution](#)

196.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Errichto's solution](#)

197.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Errichto's solution](#)

198.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[Errichto's solution](#)

199.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[Errichto's solution](#)

200.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[Errichto's solution](#)

201.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Errichto's solution](#)

202.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Errichto's solution](#)

203.

1055B

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

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

[Errichto's solution](#)

204.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Errichto's solution](#)

205.

889A

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

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

[Errichto's solution](#)

206.

871A

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

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

[Errichto's solution](#)

207.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Errichto's solution](#)

208.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

209.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Errichto's solution](#)

210.

630N

[Forecast](#) · [Tutorial](#)

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

[Errichto's solution](#)

211.

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

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212.

626B

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213.

612A

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214.

574C

[Bear and Poker](#) · [Tutorial](#)

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215.

572B

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216.

570B

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217.

567B

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218.

558B

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219.

189A

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Quality: 80,869 global accepts · Rating: 1300 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: brute force, dp
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220.

352B

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Quality: 18,165 global accepts · Rating: 1300 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: implementation, sortings
[Errichto's solution](#)

221.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation
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222.

476B

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Quality: 37,019 global accepts · Rating: 1300 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
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223.

478B

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Quality: 41,258 global accepts · Rating: 1300 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Errichto's solution](#)

224.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-20 · last AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Errichto's solution](#)

225.

472B

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226.

227A

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Quality: 4,584 global accepts · Rating: 1300 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry

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227.

451B

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Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: implementation, sortings

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228.

378B

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Quality: 6,193 global accepts · Rating: 1300 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation, sortings

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229.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: implementation

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230.

298A

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Quality: 11,659 global accepts · Rating: 1300 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

231.

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-05-28 · GNU C++ (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

232.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2013-05-28 · GNU C++ (first AC) · Tags: math, probabilities

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233.

2111D

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Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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234.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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235.

1624D

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Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

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236.

1540A

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Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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237.

1517C

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

[Errichto's solution](#)

238.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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239.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Errichto's solution](#)

240.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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241.

1408B

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Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

242.

175A

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243.

1292A

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244.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Errichto's solution](#)

245.

1167C

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Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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246.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

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247.

1110B

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248.

1097C

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249.

995B

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Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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250.

868B

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[Errichto's solution](#)

251.

757B

[Bash's Big Day](#) · [Tutorial](#)

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[Errichto's solution](#)

252.

713A

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253.

683D

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Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

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254.

677B

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

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255.

650A

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[Errichto's solution](#)

256.

630L

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257.

630H

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258.

612C

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

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259.

526B

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

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260.

525B

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[Errichto's solution](#)

261.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation

[Errichto's solution](#)

262.

514B

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Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Errichto's solution](#)

263.

150A

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Quality: 8,593 global accepts · Rating: 1400 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: games, math, number theory

[Errichto's solution](#)

264.

516A

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265.

513B1

[Permutations](#) · [Tutorial](#)

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

[Errichto's solution](#)

266.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math

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267.

479B

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Quality: 8,428 global accepts · Rating: 1400 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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268.

489C

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269.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

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270.

475B

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Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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271.

472C

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272.

141B

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273.

279A

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Quality: 5,916 global accepts · Rating: 1400 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation

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274.

417B

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275.

418A

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276.

401C

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Quality: 21,700 global accepts · Rating: 1400 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

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277.

379C

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278.

357B

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279.

313C

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280.

2109C1

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281.

2115A

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Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

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282.

839C

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Quality: 20,091 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

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283.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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284.

1792C

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Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

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285.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-27 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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286.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

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287.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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288.

1490F

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Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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289.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

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290.

1439A1

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

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291.

1133D

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Quality: 16,449 global accepts · Rating: 1500 · first AC: 2020-10-03 · last AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

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292.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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293.

1416A

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Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Errichto's solution](#)

294.

1404A

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Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Errichto's solution](#)

295.

384B

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Quality: 3,803 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Errichto's solution](#)

296.

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

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297.

1368B

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

Quality: 21,425 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Errichto's solution](#)

298.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Errichto's solution](#)

299.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

300.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Errichto's solution](#)

301.

1166C

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Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Errichto's solution](#)

302.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

303.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Errichto's solution](#)

304.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Errichto's solution](#)

305.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Errichto's solution](#)

306.

1043C

[Smallest Word](#) · [Tutorial](#)

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

[Errichto's solution](#)

307.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

308.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Errichto's solution](#)

309.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Errichto's solution](#)

310.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Errichto's solution](#)

311.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Errichto's solution](#)

312.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[Errichto's solution](#)

313.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Errichto's solution](#)

314.

868C

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

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

[Errichto's solution](#)

315.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Errichto's solution](#)

316.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Errichto's solution](#)

317.

742B

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

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Errichto's solution](#)

318.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Errichto's solution](#)

319.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Errichto's solution](#)

320.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Errichto's solution](#)

321.

630K

[Indivisibility](#) · [Tutorial](#)

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

[Errichto's solution](#)

322.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Errichto's solution](#)

323.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[Errichto's solution](#)

324.

576A

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

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Errichto's solution](#)

325.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Errichto's solution](#)

326.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Errichto's solution](#)

327.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

328.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[Errichto's solution](#)

329.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Errichto's solution](#)

330.

521A

[DNA Alignment](#) · [Tutorial](#)

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

[Errichto's solution](#)

331.

409H

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

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Errichto's solution](#)

332.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Errichto's solution](#)

333.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2014-09-16 · GNU C++0x (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

334.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[Errichto's solution](#)

335.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[Errichto's solution](#)

336.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

337.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: dp, implementation, math

[Errichto's solution](#)

338.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Errichto's solution](#)

339.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math

[Errichto's solution](#)

340.

357C

[Knight Tournament](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: data structures

[Errichto's solution](#)

341.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Errichto's solution](#)

342.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Errichto's solution](#)

343.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Errichto's solution](#)

344.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Errichto's solution](#)

345.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Errichto's solution](#)

346.

1782C

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

Rating: 1600 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Errichto's solution](#)

347.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows,

graphs, greedy, math

[Errichto's solution](#)

348.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Errichto's solution](#)

349.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Errichto's solution](#)

350.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Errichto's solution](#)

351.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Errichto's solution](#)

352.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Errichto's solution](#)

353.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

354.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Errichto's solution](#)

355.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Errichto's solution](#)

356.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Errichto's solution](#)

357.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,496 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[Errichto's solution](#)

358.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

359.

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

[Errichto's solution](#)

360.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Errichto's solution](#)

361.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Errichto's solution](#)

362.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Errichto's solution](#)

363.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Errichto's solution](#)

364.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Errichto's solution](#)

365.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-23 · last AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Errichto's solution](#)

366.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Errichto's solution](#)

367.

1137A

[Skyscrapers](#) · [Tutorial](#)

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

[Errichto's solution](#)

368.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[Errichto's solution](#)

369.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Errichto's solution](#)

370.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Errichto's solution](#)

371.

1033C

[Permutation Game](#) · [Tutorial](#)

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

[Errichto's solution](#)

372.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Errichto's solution](#)

373.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Errichto's solution](#)

374.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Errichto's solution](#)

375.

913C

[Party Lemonade](#) · [Tutorial](#)

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

[Errichto's solution](#)

376.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Errichto's solution](#)

377.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Errichto's solution](#)

378.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Errichto's solution](#)

379.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Errichto's solution](#)

380.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Errichto's solution](#)

381.

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

[Errichto's solution](#)

382.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp

[Errichto's solution](#)

383.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Errichto's solution](#)

384.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Errichto's solution](#)

385.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Errichto's solution](#)

386.

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Errichto's solution](#)

387.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Errichto's solution](#)

388.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Errichto's solution](#)

389.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

390.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

391.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Errichto's solution](#)

392.

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

[Errichto's solution](#)

393.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[Errichto's solution](#)

394.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Errichto's solution](#)

395.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Errichto's solution](#)

396.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, dp, math, shortest paths

[Errichto's solution](#)

397.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Errichto's solution](#)

398.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Errichto's solution](#)

399.

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

[Errichto's solution](#)

400.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: combinatorics, math

[Errichto's solution](#)

401.

150B

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

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Errichto's solution](#)

402.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: math, number theory

[Errichto's solution](#)

403.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: greedy

[Errichto's solution](#)

404.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Errichto's solution](#)

405.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Errichto's solution](#)

406.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Errichto's solution](#)

407.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Errichto's solution](#)

408.

135B

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

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2014-09-16 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[Errichto's solution](#)

409.

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2014-09-15 · GNU C++0x (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

410.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-07 · GNU C++0x (first AC) · Tags: probabilities

[Errichto's solution](#)

411.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[Errichto's solution](#)

412.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[Errichto's solution](#)

413.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[Errichto's solution](#)

414.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Errichto's solution](#)

415.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[Errichto's solution](#)

416.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: math, number theory

[Errichto's solution](#)

417.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: math, number theory

[Errichto's solution](#)

418.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Errichto's solution](#)

419.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[Errichto's solution](#)

420.

298D

[Fish Weight](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Errichto's solution](#)

421.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Errichto's solution](#)

422.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Errichto's solution](#)

423.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Errichto's solution](#)

424.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Errichto's solution](#)

425.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Errichto's solution](#)

426.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Errichto's solution](#)

427.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Errichto's solution](#)

428.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Errichto's solution](#)

429.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Errichto's solution](#)

430.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Errichto's solution](#)

431.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Errichto's solution](#)

432.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Errichto's solution](#)

433.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Errichto's solution](#)

434.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

435.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Errichto's solution](#)

436.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Errichto's solution](#)

437.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Errichto's solution](#)

438.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Errichto's solution](#)

439.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Errichto's solution](#)

440.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Errichto's solution](#)

441.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math

[Errichto's solution](#)

442.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, graphs

[Errichto's solution](#)

443.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Errichto's solution](#)

444.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Errichto's solution](#)

445.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Errichto's solution](#)

446.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Errichto's solution](#)

447.

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

[Errichto's solution](#)

448.

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

[Errichto's solution](#)

449.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Errichto's solution](#)

450.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Errichto's solution](#)

451.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Errichto's solution](#)

452.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

453.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Errichto's solution](#)

454.

1229A

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

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

[Errichto's solution](#)

455.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · last AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Errichto's solution](#)

456.

1168A

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Errichto's solution](#)

457.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Errichto's solution](#)

458.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-11 · last AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Errichto's solution](#)

459.

1129A1

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

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

[Errichto's solution](#)

460.

1044A

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

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Errichto's solution](#)

461.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Errichto's solution](#)

462.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Errichto's solution](#)

463.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[Errichto's solution](#)

464.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[Errichto's solution](#)

465.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Errichto's solution](#)

466.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math
[Errichto's solution](#)

467.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[Errichto's solution](#)

468.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Errichto's solution](#)

469.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[Errichto's solution](#)

470.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees
[Errichto's solution](#)

471.

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
[Errichto's solution](#)

472.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[Errichto's solution](#)

473.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math
[Errichto's solution](#)

474.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Errichto's solution](#)

475.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Errichto's solution](#)

476.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Errichto's solution](#)

477.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Errichto's solution](#)

478.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Errichto's solution](#)

479.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

480.

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

[Errichto's solution](#)

481.

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

[Errichto's solution](#)

482.

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

[Errichto's solution](#)

483.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,857 global accepts · Rating: 1700 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[Errichto's solution](#)

484.

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: geometry, implementation, math

[Errichto's solution](#)

485.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: *special

[Errichto's solution](#)

486.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: *special

[Errichto's solution](#)

487.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[Errichto's solution](#)

488.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[Errichto's solution](#)

489.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: geometry

[Errichto's solution](#)

490.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Errichto's solution](#)

491.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[Errichto's solution](#)

492.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Errichto's solution](#)

493.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dp, implementation

[Errichto's solution](#)

494.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2014-09-15 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

495.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Errichto's solution](#)

496.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: geometry, math

[Errichto's solution](#)

497.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[Errichto's solution](#)

498.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[Errichto's solution](#)

499.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[Errichto's solution](#)

500.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

501.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-05-29 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Errichto's solution](#)

502.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Errichto's solution](#)

503.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Errichto's solution](#)

504.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Errichto's solution](#)

505.

1509C

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

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Errichto's solution](#)

506.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[Errichto's solution](#)

507.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[Errichto's solution](#)

508.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[Errichto's solution](#)

509.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[Errichto's solution](#)

510.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[Errichto's solution](#)

511.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Errichto's solution](#)

512.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2020-10-31 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[Errichto's solution](#)

513.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms
[Errichto's solution](#)

514.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Errichto's solution](#)

515.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[Errichto's solution](#)

516.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Errichto's solution](#)

517.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Errichto's solution](#)

518.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Errichto's solution](#)

519.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Errichto's solution](#)

520.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Errichto's solution](#)

521.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[Errichto's solution](#)

522.

1148D

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

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

[Errichto's solution](#)

523.

1129A2

[Toy Train](#) · [Tutorial](#)

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

[Errichto's solution](#)

524.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Errichto's solution](#)

525.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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526.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Errichto's solution](#)

527.

986B

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

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

[Errichto's solution](#)

528.

963A

[Alternating Sum](#) · [Tutorial](#)

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

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529.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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530.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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531.

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

[Errichto's solution](#)

532.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Errichto's solution](#)

533.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

534.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Errichto's solution](#)

535.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Errichto's solution](#)

536.

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

537.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

538.

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

[Errichto's solution](#)

539.

666A

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

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Errichto's solution](#)

540.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Errichto's solution](#)

541.

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

[Errichto's solution](#)

542.

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

[Errichto's solution](#)

543.

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

[Errichto's solution](#)

544.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Errichto's solution](#)

545.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[Errichto's solution](#)

546.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Errichto's solution](#)

547.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Errichto's solution](#)

548.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[Errichto's solution](#)

549.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

550.

528B

[Clique Problem](#) · [Tutorial](#)

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

[Errichto's solution](#)

551.

513G1

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

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

[Errichto's solution](#)

552.

513B2

[Permutations](#) · [Tutorial](#)

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

[Errichto's solution](#)

553.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2015-01-30 · GNU C++0x (first AC) · Tags: geometry

[Errichto's solution](#)

554.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2015-01-30 · last AC: 2015-01-30 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[Errichto's solution](#)

555.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: math, ternary search

[Errichto's solution](#)

556.

487A

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

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

[Errichto's solution](#)

557.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[Errichto's solution](#)

558.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms,

geometry, trees

[Errichto's solution](#)

559.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: greedy, math, probabilities

[Errichto's solution](#)

560.

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[Errichto's solution](#)

561.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Errichto's solution](#)

562.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Errichto's solution](#)

563.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Errichto's solution](#)

564.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Errichto's solution](#)

565.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Errichto's solution](#)

566.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[Errichto's solution](#)

567.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Errichto's solution](#)

568.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Errichto's solution](#)

569.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Errichto's solution](#)

570.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

571.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Errichto's solution](#)

572.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Errichto's solution](#)

573.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Errichto's solution](#)

574.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Errichto's solution](#)

575.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Errichto's solution](#)

576.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Errichto's solution](#)

577.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 1900 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[Errichto's solution](#)

578.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Errichto's solution](#)

579.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Errichto's solution](#)

580.

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

[Errichto's solution](#)

581.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Errichto's solution](#)

582.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,873 global accepts · Rating: 1900 · first AC: 2019-10-08 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Errichto's solution](#)

583.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Errichto's solution](#)

584.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Errichto's solution](#)

585.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Errichto's solution](#)

586.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[Errichto's solution](#)

587.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Errichto's solution](#)

588.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

[Errichto's solution](#)

589.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Errichto's solution](#)

590.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

591.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Errichto's solution](#)

592.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Errichto's solution](#)

593.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Errichto's solution](#)

594.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Errichto's solution](#)

595.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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596.

914D

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Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Errichto's solution](#)

597.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[Errichto's solution](#)

598.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[Errichto's solution](#)

599.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, trees

[Errichto's solution](#)

600.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Errichto's solution](#)

601.

708B

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

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

[Errichto's solution](#)

602.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[Errichto's solution](#)

603.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Errichto's solution](#)

604.

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

[Errichto's solution](#)

605.

683H

[Exchange of Books](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

606.

683G

[The Fraction](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[Errichto's solution](#)

607.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-21 · last AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[Errichto's solution](#)

608.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Errichto's solution](#)

609.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Errichto's solution](#)

610.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · last AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Errichto's solution](#)

611.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

612.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Errichto's solution](#)

613.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

614.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[Errichto's solution](#)

615.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Errichto's solution](#)

616.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Errichto's solution](#)

617.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Errichto's solution](#)

618.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Errichto's solution](#)

619.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Errichto's solution](#)

620.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[Errichto's solution](#)

621.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Errichto's solution](#)

622.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: combinatorics, graphs, math

[Errichto's solution](#)

623.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: geometry

[Errichto's solution](#)

624.

512B

[Fox And Jumping](#) · [Tutorial](#)

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

[Errichto's solution](#)

625.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

626.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Errichto's solution](#)

627.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-20 · last AC: 2014-10-20 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[Errichto's solution](#)

628.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Errichto's solution](#)

629.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Errichto's solution](#)

630.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[Errichto's solution](#)

631.

418B

[Cunning Gena](#) · [Tutorial](#)

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

[Errichto's solution](#)

632.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Errichto's solution](#)

633.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[Errichto's solution](#)

634.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[Errichto's solution](#)

635.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Errichto's solution](#)

636.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Errichto's solution](#)

637.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Errichto's solution](#)

638.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Errichto's solution](#)

639.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-27 · last AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Errichto's solution](#)

640.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-27 · last AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Errichto's solution](#)

641.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Errichto's solution](#)

642.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Errichto's solution](#)

643.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

644.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Errichto's solution](#)

645.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Errichto's solution](#)

646.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

647.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Errichto's solution](#)

648.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: implementation

[Errichto's solution](#)

649.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Errichto's solution](#)

650.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[Errichto's solution](#)

651.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Errichto's solution](#)

652.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · Java 11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Errichto's solution](#)

653.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Errichto's solution](#)

654.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

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

[Errichto's solution](#)

655.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

656.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Errichto's solution](#)

657.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Errichto's solution](#)

658.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[Errichto's solution](#)

659.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Errichto's solution](#)

660.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Errichto's solution](#)

661.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Errichto's solution](#)

662.

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Errichto's solution](#)

663.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Errichto's solution](#)

664.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Errichto's solution](#)

665.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Errichto's solution](#)

666.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Errichto's solution](#)

667.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Errichto's solution](#)

668.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Errichto's solution](#)

669.

1033D

[Divisors](#) · [Tutorial](#)

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

[Errichto's solution](#)

670.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Errichto's solution](#)

671.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

672.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[Errichto's solution](#)

673.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[Errichto's solution](#)

674.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Errichto's solution](#)

675.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Errichto's solution](#)

676.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Errichto's solution](#)

677.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Errichto's solution](#)

678.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Errichto's solution](#)

679.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Errichto's solution](#)

680.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Errichto's solution](#)

681.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry

[Errichto's solution](#)

682.

571B

[Minimization](#) · [Tutorial](#)

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

[Errichto's solution](#)

683.

526C

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

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

[Errichto's solution](#)

684.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

685.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Errichto's solution](#)

686.

513C

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

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

[Errichto's solution](#)

687.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

688.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

689.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Errichto's solution](#)

690.

487B

[Strip](#) · [Tutorial](#)

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

[Errichto's solution](#)

691.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[Errichto's solution](#)

692.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: brute force, math

[Errichto's solution](#)

693.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-10 · GNU C++0x (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

694.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[Errichto's solution](#)

695.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-03-11 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Errichto's solution](#)

696.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Errichto's solution](#)

697.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2013-11-11 · GNU C++ (first AC) · Tags: binary search, dp

[Errichto's solution](#)

698.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings

[Errichto's solution](#)

699.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Errichto's solution](#)

700.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Errichto's solution](#)

701.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

702.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

703.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Errichto's solution](#)

704.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Errichto's solution](#)

705.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[Errichto's solution](#)

706.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Errichto's solution](#)

707.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Errichto's solution](#)

708.

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Errichto's solution](#)

709.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Errichto's solution](#)

710.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Errichto's solution](#)

711.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Errichto's solution](#)

712.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[Errichto's solution](#)

713.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Errichto's solution](#)

714.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Errichto's solution](#)

715.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Errichto's solution](#)

716.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[Errichto's solution](#)

717.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Errichto's solution](#)

718.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Errichto's solution](#)

719.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Errichto's solution](#)

720.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Errichto's solution](#)

721.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Errichto's solution](#)

722.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Errichto's solution](#)

723.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[Errichto's solution](#)

724.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[Errichto's solution](#)

725.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[Errichto's solution](#)

726.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[Errichto's solution](#)

727.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[Errichto's solution](#)

728.

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry
[Errichto's solution](#)

729.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[Errichto's solution](#)

730.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math
[Errichto's solution](#)

731.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math
[Errichto's solution](#)

732.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp
[Errichto's solution](#)

733.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · last AC: 2015-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
[Errichto's solution](#)

734.

576B

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

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

greedy, trees

[Errichto's solution](#)

735.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[Errichto's solution](#)

736.

571A

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

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

[Errichto's solution](#)

737.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Errichto's solution](#)

738.

549H

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

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

[Errichto's solution](#)

739.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Errichto's solution](#)

740.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[Errichto's solution](#)

741.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,026 global accepts · Rating: 2100 · first AC: 2015-01-31 · last AC: 2015-03-15 · GNU C++0x (first AC) · Tags: geometry, sortings

[Errichto's solution](#)

742.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: games, greedy, implementation

[Errichto's solution](#)

743.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[Errichto's solution](#)

744.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2015-01-30 · GNU C++0x (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Errichto's solution](#)

745.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Errichto's solution](#)

746.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Errichto's solution](#)

747.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[Errichto's solution](#)

748.

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[Errichto's solution](#)

749.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Errichto's solution](#)

750.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Errichto's solution](#)

751.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

752.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[Errichto's solution](#)

753.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: data structures, ternary search

[Errichto's solution](#)

754.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Errichto's solution](#)

755.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Errichto's solution](#)

756.

357E

[Compartments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

757.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp

[Errichto's solution](#)

758.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Errichto's solution](#)

759.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Errichto's solution](#)

760.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Errichto's solution](#)

761.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Errichto's solution](#)

762.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Errichto's solution](#)

763.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Errichto's solution](#)

764.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Errichto's solution](#)

765.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Errichto's solution](#)

766.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Errichto's solution](#)

767.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Errichto's solution](#)

768.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Errichto's solution](#)

769.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Errichto's solution](#)

770.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Errichto's solution](#)

771.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Errichto's solution](#)

772.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Errichto's solution](#)

773.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Errichto's solution](#)

774.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Errichto's solution](#)

775.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Errichto's solution](#)

776.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[Errichto's solution](#)

777.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[Errichto's solution](#)

778.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[Errichto's solution](#)

779.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[Errichto's solution](#)

780.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[Errichto's solution](#)

781.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[Errichto's solution](#)

782.

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
[Errichto's solution](#)

783.

765E

[Tree Folding](#) · [Tutorial](#)

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

784.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp
[Errichto's solution](#)

785.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Errichto's solution](#)

786.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Errichto's solution](#)

787.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Errichto's solution](#)

788.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · last AC: 2016-03-19 · Java 8 (first AC) · Tags: binary search, flows, graphs

[Errichto's solution](#)

789.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Errichto's solution](#)

790.

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

[Errichto's solution](#)

791.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Errichto's solution](#)

792.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Errichto's solution](#)

793.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Errichto's solution](#)

794.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Errichto's solution](#)

795.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Errichto's solution](#)

796.

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

[Errichto's solution](#)

797.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Errichto's solution](#)

798.

549G

[Happy Line](#) · [Tutorial](#)

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

[Errichto's solution](#)

799.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Errichto's solution](#)

800.

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Errichto's solution](#)

801.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2015-03-18 · last AC: 2015-03-18 · GNU C++0x (first AC) · Tags: bitmasks, dp, geometry

[Errichto's solution](#)

802.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2015-03-15 · last AC: 2015-03-15 · GNU C++0x (first AC) · Tags: dfs and similar, geometry, trees

[Errichto's solution](#)

803.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2015-03-12 · GNU C++0x (first AC) · Tags: data structures, math, probabilities

[Errichto's solution](#)

804.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Errichto's solution](#)

805.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation

[Errichto's solution](#)

806.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

807.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-07 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Errichto's solution](#)

808.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-29 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[Errichto's solution](#)

809.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[Errichto's solution](#)

810.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: greedy

[Errichto's solution](#)

811.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-05-31 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[Errichto's solution](#)

812.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Errichto's solution](#)

813.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Errichto's solution](#)

814.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Errichto's solution](#)

815.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Errichto's solution](#)

816.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Errichto's solution](#)

817.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Errichto's solution](#)

818.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Errichto's solution](#)

819.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Errichto's solution](#)

820.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Errichto's solution](#)

821.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Errichto's solution](#)

822.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Errichto's solution](#)

823.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Errichto's solution](#)

824.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Errichto's solution](#)

825.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Errichto's solution](#)

826.

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Errichto's solution](#)

827.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Errichto's solution](#)

828.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[Errichto's solution](#)

829.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Errichto's solution](#)

830.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Errichto's solution](#)

831.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Errichto's solution](#)

832.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Errichto's solution](#)

833.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Errichto's solution](#)

834.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Errichto's solution](#)

835.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Errichto's solution](#)

836.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Errichto's solution](#)

837.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Errichto's solution](#)

838.

793C

[Mice problem](#) · [Tutorial](#)

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

[Errichto's solution](#)

839.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Errichto's solution](#)

840.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Errichto's solution](#)

841.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: combinatorics, dsu, graphs

[Errichto's solution](#)

842.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-01 · last AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Errichto's solution](#)

843.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[Errichto's solution](#)

844.

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

[Errichto's solution](#)

845.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Errichto's solution](#)

846.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · last AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Errichto's solution](#)

847.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Errichto's solution](#)

848.

574E

[Bear and Drawing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Errichto's solution](#)

849.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Errichto's solution](#)

850.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[Errichto's solution](#)

851.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Errichto's solution](#)

852.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Errichto's solution](#)

853.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Errichto's solution](#)

854.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Errichto's solution](#)

855.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[Errichto's solution](#)

856.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2015-03-04 · last AC: 2015-03-05 · GNU C++0x (first AC) · Tags: graphs, hashing, sortings

[Errichto's solution](#)

857.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: data structures

[Errichto's solution](#)

858.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Errichto's solution](#)

859.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: binary search, dp

[Errichto's solution](#)

860.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Errichto's solution](#)

861.

1792E

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

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Errichto's solution](#)

862.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Errichto's solution](#)

863.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[Errichto's solution](#)

864.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Errichto's solution](#)

865.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Errichto's solution](#)

866.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Errichto's solution](#)

867.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Errichto's solution](#)

868.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · last AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat,

binary search, data structures, graphs, interactive, sortings, two pointers

[Errichto's solution](#)

869.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Errichto's solution](#)

870.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Errichto's solution](#)

871.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Errichto's solution](#)

872.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Errichto's solution](#)

873.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Errichto's solution](#)

874.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Errichto's solution](#)

875.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Errichto's solution](#)

876.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Errichto's solution](#)

877.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Errichto's solution](#)

878.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Errichto's solution](#)

879.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Errichto's solution](#)

880.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Errichto's solution](#)

881.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Errichto's solution](#)

882.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Errichto's solution](#)

883.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Errichto's solution](#)

884.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Errichto's solution](#)

885.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Errichto's solution](#)

886.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[Errichto's solution](#)

887.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Errichto's solution](#)

888.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Errichto's solution](#)

889.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Errichto's solution](#)

890.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Errichto's solution](#)

891.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Errichto's solution](#)

892.

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

[Errichto's solution](#)

893.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[Errichto's solution](#)

894.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Errichto's solution](#)

895.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[Errichto's solution](#)

896.

526E

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

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

[Errichto's solution](#)

897.

529C

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

Rating: 2400 · first AC: 2015-03-21 · last AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Errichto's solution](#)

898.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-03-15 · last AC: 2015-03-16 · GNU C++0x (first AC) · Tags: dp, probabilities

[Errichto's solution](#)

899.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: games, math

[Errichto's solution](#)

900.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[Errichto's solution](#)

901.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-19 · last AC: 2015-01-19 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Errichto's solution](#)

902.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[Errichto's solution](#)

903.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[Errichto's solution](#)

904.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2014-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, math, probabilities

[Errichto's solution](#)

905.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: graphs, implementation

[Errichto's solution](#)

906.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Errichto's solution](#)

907.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: data structures

[Errichto's solution](#)

908.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Errichto's solution](#)

909.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Errichto's solution](#)

910.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Errichto's solution](#)

911.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Errichto's solution](#)

912.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Errichto's solution](#)

913.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Errichto's solution](#)

914.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Errichto's solution](#)

915.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Errichto's solution](#)

916.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Errichto's solution](#)

917.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Errichto's solution](#)

918.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Errichto's solution](#)

919.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Errichto's solution](#)

920.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Errichto's solution](#)

921.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Errichto's solution](#)

922.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[Errichto's solution](#)

923.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[Errichto's solution](#)

924.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Errichto's solution](#)

925.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-10-25 · last AC: 2016-10-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Errichto's solution](#)

926.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2015-05-06 · last AC: 2016-10-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Errichto's solution](#)

927.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Errichto's solution](#)

928.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Errichto's solution](#)

929.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Errichto's solution](#)

930.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[Errichto's solution](#)

931.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Errichto's solution](#)

932.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry

[Errichto's solution](#)

933.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Errichto's solution](#)

934.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[Errichto's solution](#)

935.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: data structures, greedy

[Errichto's solution](#)

936.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math

[Errichto's solution](#)

937.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Errichto's solution](#)

938.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Errichto's solution](#)

939.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Errichto's solution](#)

940.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Errichto's solution](#)

941.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Errichto's solution](#)

942.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Errichto's solution](#)

943.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Errichto's solution](#)

944.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Errichto's solution](#)

945.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Errichto's solution](#)

946.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Errichto's solution](#)

947.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Errichto's solution](#)

948.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Errichto's solution](#)

949.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Errichto's solution](#)

950.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Errichto's solution](#)

951.

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

[Errichto's solution](#)

952.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Errichto's solution](#)

953.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Errichto's solution](#)

954.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Errichto's solution](#)

955.

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

[Errichto's solution](#)

956.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Errichto's solution](#)

957.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Errichto's solution](#)

958.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2015-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Errichto's solution](#)

959.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[Errichto's solution](#)

960.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

961.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2015-01-28 · GNU C++0x (first AC) · Tags: binary search, combinatorics

[Errichto's solution](#)

962.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: bitmasks, shortest paths

[Errichto's solution](#)

963.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: data structures, trees

[Errichto's solution](#)

964.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[Errichto's solution](#)

965.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Errichto's solution](#)

966.

1782F

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

Rating: 2700 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Errichto's solution](#)

967.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Errichto's solution](#)

968.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Errichto's solution](#)

969.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Errichto's solution](#)

970.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Errichto's solution](#)

971.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Errichto's solution](#)

972.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Errichto's solution](#)

973.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Errichto's solution](#)

974.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Errichto's solution](#)

975.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Errichto's solution](#)

976.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Errichto's solution](#)

977.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Errichto's solution](#)

978.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Errichto's solution](#)

979.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Errichto's solution](#)

980.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Errichto's solution](#)

981.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Errichto's solution](#)

982.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Errichto's solution](#)

983.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Errichto's solution](#)

984.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Errichto's solution](#)

985.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Errichto's solution](#)

986.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Errichto's solution](#)

987.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · last AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Errichto's solution](#)

988.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2015-03-15 · GNU C++0x (first AC) · Tags: brute force, geometry, math, sortings

[Errichto's solution](#)

989.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

990.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dp, hashing

[Errichto's solution](#)

991.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: data structures

[Errichto's solution](#)

992.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[Errichto's solution](#)

993.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Errichto's solution](#)

994.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Errichto's solution](#)

995.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Errichto's solution](#)

996.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Errichto's solution](#)

997.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[Errichto's solution](#)

998.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Errichto's solution](#)

999.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Errichto's solution](#)

1000.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Errichto's solution](#)

1001.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Errichto's solution](#)

1002.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Errichto's solution](#)

1003.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Errichto's solution](#)

1004.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Errichto's solution](#)

1005.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: greedy

[Errichto's solution](#)

1006.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Errichto's solution](#)

1007.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Errichto's solution](#)

1008.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Errichto's solution](#)

1009.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Errichto's solution](#)

1010.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Errichto's solution](#)

1011.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry, sortings

[Errichto's solution](#)

1012.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Errichto's solution](#)

1013.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Errichto's solution](#)

1014.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-24 · last AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Errichto's solution](#)

1015.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[Errichto's solution](#)

1016.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Errichto's solution](#)

1017.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2017-10-26 · last AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Errichto's solution](#)

1018.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, trees

[Errichto's solution](#)

1019.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Errichto's solution](#)

1020.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2016-12-06 · last AC: 2016-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Errichto's solution](#)

1021.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-27 · last AC: 2016-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math

[Errichto's solution](#)

1022.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: binary search, math

[Errichto's solution](#)

1023.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[Errichto's solution](#)

1024.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer
[Errichto's solution](#)

1025.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: data structures
[Errichto's solution](#)

1026.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2014-09-11 · last AC: 2014-09-11 · GNU C++0x (first AC) · Tags: brute force, math, probabilities
[Errichto's solution](#)

1027.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees
[Errichto's solution](#)

1028.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-27 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[Errichto's solution](#)

1029.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Errichto's solution](#)

1030.

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *broken, graphs, interactive, probabilities
[Errichto's solution](#)

1031.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees
[Errichto's solution](#)

1032.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[Errichto's solution](#)

1033.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[Errichto's solution](#)

1034.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Errichto's solution](#)

1035.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · last AC: 2016-07-20 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Errichto's solution](#)

1036.

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

1037.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[Errichto's solution](#)

1038.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Errichto's solution](#)

1039.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[Errichto's solution](#)

1040.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[Errichto's solution](#)

1041.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Errichto's solution](#)

1042.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[Errichto's solution](#)

1043.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Errichto's solution](#)

1044.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[Errichto's solution](#)

1045.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2018-02-11 · last AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[Errichto's solution](#)

1046.

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1047.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: dp, math

[Errichto's solution](#)

1048.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[Errichto's solution](#)

1049.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-26 · last AC: 2016-02-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[Errichto's solution](#)

1050.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Errichto's solution](#)

1051.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2015-03-17 · last AC: 2015-03-18 · GNU C++0x (first AC) · Tags: geometry, sortings

[Errichto's solution](#)

1052.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-03-16 · last AC: 2015-03-16 · GNU C++0x (first AC) · Tags: dp

[Errichto's solution](#)

1053.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Errichto's solution](#)

1054.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Errichto's solution](#)

1055.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Errichto's solution](#)

1056.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1057.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Errichto's solution](#)

1058.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry

[Errichto's solution](#)

1059.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Errichto's solution](#)

1060.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Errichto's solution](#)

1061.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Errichto's solution](#)

1062.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Errichto's solution](#)

1063.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Errichto's solution](#)

1064.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Errichto's solution](#)

1065.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2018-06-16 · last AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1066.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-14 · last AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Errichto's solution](#)

1067.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Errichto's solution](#)

1068.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Errichto's solution](#)

1069.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[Errichto's solution](#)

1070.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Errichto's solution](#)

1071.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Errichto's solution](#)

1072.

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: geometry, two pointers

[Errichto's solution](#)

1073.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[Errichto's solution](#)

1074.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-20 · last AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Errichto's solution](#)

1075.

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2016-07-14 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[Errichto's solution](#)

1076.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-02 · last AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Errichto's solution](#)

1077.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2020-02-17 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Errichto's solution](#)

1078.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[Errichto's solution](#)

1079.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Errichto's solution](#)

1080.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Errichto's solution](#)

1081.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Errichto's solution](#)

1082.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Errichto's solution](#)

1083.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Errichto's solution](#)

1084.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Errichto's solution](#)

1085.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1086.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1087.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1088.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1089.

105492K

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

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1090.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1091.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Errichto's solution](#)

1092.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1093.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1094.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1095.

105492A

[``Aaawww..." or ``Aaayyy!!!"](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1096.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1097.

105537B

[Brick in the Wall, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1098.

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1099.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Errichto's solution](#)

1100.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Errichto's solution](#)

1101.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Errichto's solution](#)

1102.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1103.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1104.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Errichto's solution](#)

1105.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Errichto's solution](#)

1106.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1107.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1108.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1109.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1110.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1111.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1112.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1113.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1114.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1115.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1116.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1117.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1118.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1119.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1120.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1121.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1122.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1123.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1124.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1125.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1126.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1127.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1128.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1129.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1130.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1131.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1132.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1133.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Errichto's solution](#)

1134.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1135.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1136.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1137.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1138.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1139.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1140.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1141.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1142.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1143.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1144.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1145.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1146.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1147.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1148.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1149.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1150.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1151.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1152.

104772D

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

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1153.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1154.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · last AC: 2023-02-14 · Python 3 (first AC) · Tags: —

[Errichto's solution](#)

1155.

101156A

[Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1156.

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1157.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1158.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1159.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1160.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Errichto's solution](#)

1161.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1162.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1163.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1164.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1165.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1166.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1167.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1168.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1169.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1170.

1755F

[Half of Same](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, math

[Errichto's solution](#)

1171.

1755D

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

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation, trees

[Errichto's solution](#)

1172.

1755C

[Save More Mice](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Errichto's solution](#)

1173.

1755B

[Make it Divisible by 25](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[Errichto's solution](#)

1174.

1755A

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · Kotlin 1.7 (first AC) · Tags: *special

[Errichto's solution](#)

1175.

102191K

[Cactus Portal](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1176.

102191F

[Sum then Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1177.

102191J

[Graph to Grid](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1178.

102191I

[Project Presentation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1179.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1180.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1181.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1182.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1183.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1184.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1185.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Errichto's solution](#)

1186.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Errichto's solution](#)

1187.

undefined403

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

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Errichto's solution](#)

1188.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Errichto's solution](#)

1189.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Errichto's solution](#)

1190.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Errichto's solution](#)

1191.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1192.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · last AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1193.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1194.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1195.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1196.

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1197.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1198.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1199.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1200.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1201.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1202.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1203.

101650A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1204.

101650E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1205.

101650D

[Deciphering](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1206.

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1207.

101650I

[Ideal Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1208.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1209.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1210.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1211.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1212.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1213.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1214.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1215.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1216.

101669L

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

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1217.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1218.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1219.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1220.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1221.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1222.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1223.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1224.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

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

[Errichto's solution](#)

1225.

100609I

[Immediate Delivery](#) · [Tutorial](#)

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

[Errichto's solution](#)

1226.

100609K

[Kids Like Cakes](#) · [Tutorial](#)

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

[Errichto's solution](#)

1227.

100609C

[Cube Coloring](#) · [Tutorial](#)

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

[Errichto's solution](#)

1228.

100609H

[High security](#) · [Tutorial](#)

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

[Errichto's solution](#)

1229.

100609B

[Black Square](#) · [Tutorial](#)

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

[Errichto's solution](#)

1230.

100609D

[Dice](#) · [Tutorial](#)

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

[Errichto's solution](#)

1231.

100609F

[Flat](#) · [Tutorial](#)

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

[Errichto's solution](#)

1232.

100609J

[John's Inversions](#) · [Tutorial](#)

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

[Errichto's solution](#)

1233.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

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

[Errichto's solution](#)

1234.

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1235.

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1236.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1237.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1238.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1239.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1240.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1241.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1242.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1243.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1244.

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1245.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1246.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1247.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1248.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1249.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1250.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1251.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1252.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1253.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1254.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1255.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1256.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1257.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1258.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1259.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1260.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1261.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1262.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1263.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1264.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1265.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1266.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1267.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1268.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1269.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1270.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1271.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1272.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1273.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1274.

101158K

[Black and White Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1275.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1276.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1277.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1278.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1279.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1280.

101158C

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

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1281.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1282.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1283.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1284.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1285.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1286.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1287.

100453E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · last AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1288.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1289.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1290.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1291.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1292.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1293.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1294.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1295.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1296.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1297.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1298.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1299.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1300.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1301.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1302.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1303.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1304.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1305.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1306.

101170E

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

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1307.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1308.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1309.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1310.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1311.

100343D

[Night Watch](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1312.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1313.

100343A

[Kingdom Division](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1314.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1315.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1316.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1317.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1318.

100343B

[Financial Software](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1319.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1320.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1321.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1322.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1323.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1324.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1325.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1326.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1327.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1328.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1329.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1330.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1331.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1332.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1333.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1334.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1335.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · last AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1336.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1337.

100518G

[Gold Mine](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · last AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1338.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1339.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1340.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1341.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1342.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1343.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1344.

100518A

[Approximate Bounding Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1345.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1346.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · last AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1347.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1348.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Errichto's solution](#)

1349.

100520E

[Elegant Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1350.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1351.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1352.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1353.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1354.

100917K

[Krotek](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1355.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1356.

100917E

[Extreme Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1357.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1358.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1359.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1360.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1361.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1362.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1363.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1364.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1365.

100820F

[Falling Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1366.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1367.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1368.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1369.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1370.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1371.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1372.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1373.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1374.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1375.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1376.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1377.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · Python 3 (first AC) · Tags: —

[Errichto's solution](#)

1378.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1379.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1380.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1381.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1382.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1383.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1384.

100837F

[Controlled Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · last AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1385.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1386.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1387.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1388.

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1389.

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1390.

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1391.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1392.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1393.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1394.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1395.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1396.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1397.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1398.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1399.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1400.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1401.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1402.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1403.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1404.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1405.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1406.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1407.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1408.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1409.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1410.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1411.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1412.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1413.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1414.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1415.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1416.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1417.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1418.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1419.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1420.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1421.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1422.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1423.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1424.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1425.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1426.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1427.

100402I

[Triangular Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1428.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · last AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1429.

100402D

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1430.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1431.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1432.

100402C

[Nothing on TV](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1433.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1434.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1435.

100402F

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1436.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1437.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1438.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1439.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1440.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1441.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1442.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1443.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Errichto's solution](#)

1444.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[Errichto's solution](#)

1445.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1446.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1447.

100534F

[Huge Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1448.

100534E

[Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1449.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1450.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1451.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1452.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1453.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1454.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1455.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1456.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1457.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1458.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1459.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1460.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1461.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1462.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1463.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1464.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1465.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1466.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1467.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1468.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1469.

100497K

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

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1470.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1471.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1472.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1473.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1474.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1475.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1476.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1477.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1478.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1479.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1480.

100337A

[Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1481.

100337G

[Musical](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1482.

100337B

[Lempel-Ziv Compression](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1483.

100337H

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1484.

100337F

["Money, Money, Money"](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1485.

100337J

[2-3 Trees](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1486.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1487.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1488.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · Python 2 (first AC) · Tags: —

[Errichto's solution](#)

1489.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1490.

100338D

[Crazy Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1491.

100325C

[Do It Yourself](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1492.

100325E

[Kingdom Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1493.

100325F

[London Streets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1494.

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1495.

100325A

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

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1496.

100325G

[Word Morpher](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1497.

100325H

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

Rating: — · first AC: 2014-10-07 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1498.

100425G

[Free Wi-Fi](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1499.

100425E

[The Street Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1500.

100425D

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1501.

100425A

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

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1502.

100425H

[Football Bets](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Errichto's solution](#)

1503.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1504.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1505.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1506.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-24 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1507.

100324I

[Princess Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1508.

100324A

[Almost Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1509.

100324F

[Surface Genus](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1510.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · Java 7 (first AC) · Tags: —

[Errichto's solution](#)

1511.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-20 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1512.

100291D

[Rent-A-Pixel](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1513.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1514.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1515.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Errichto's solution](#)

1516.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

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