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Unique solved — Evlampiy

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

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Filters: none

Count: 573

1.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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2.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

3.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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4.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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5.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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6.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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7.

1220A

[Cards](#) · [Tutorial](#)

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

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8.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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9.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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10.

595A

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11.

978B

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Quality: 40,914 global accepts · Rating: 800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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12.

984A

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Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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13.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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14.

1005A

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

Quality: 27,512 global accepts · Rating: 800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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15.

1015A

[Points in Segments](#) · [Tutorial](#)

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16.

1080A

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17.

1143A

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18.

245A

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19.

177A2

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

Quality: 8,566 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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20.

177A1

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

Quality: 11,502 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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21.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

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22.

835A

[Key races](#) · [Tutorial](#)

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23.

1006A

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

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24.

1003A

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

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25.

721A

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26.

1095A

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27.

1077A

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28.

431A

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29.

711A

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30.

509A

[Maximum in Table](#) · [Tutorial](#)

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31.

703A

[Mishka and Game](#) · [Tutorial](#)

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32.

758A

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33.

581A

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34.

200B

[Drinks](#) · [Tutorial](#)

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35.

677A

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36.

1139A

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37.

1148A

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38.

1167A

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39.

1173A

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40.

1196A

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41.

1191A

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42.

705A

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43.

785A

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44.

791A

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

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45.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

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46.

977A

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47.

1146A

[Love "A"](#) · [Tutorial](#)

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48.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

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49.

344A

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50.

734A

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51.

59A

[Word](#) · [Tutorial](#)

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52.

136A

[Presents](#) · [Tutorial](#)

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53.

617A

[Elephant](#) · [Tutorial](#)

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54.

1207A

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55.

1178A

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56.

1194A

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

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57.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

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58.

469A

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

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59.

41A

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60.

110A

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61.

467A

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

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62.

546A

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63.

1131A

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64.

1130A

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65.

1114A

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66.

1106A

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67.

1104A

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68.

1099A

[Snowball](#) · [Tutorial](#)

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69.

1097A

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70.

1091A

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71.

1096A

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72.

1092B

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73.

1092A

[Uniform String](#) · [Tutorial](#)

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74.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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75.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

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76.

1056A

[Determine Line](#) · [Tutorial](#)

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77.

1043A

[Elections](#) · [Tutorial](#)

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78.

1031A

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79.

1054A

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80.

1064A

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81.

1060A

[Phone Numbers](#) · [Tutorial](#)

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82.

1030A

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

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83.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

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84.

1038A

[Equality](#) · [Tutorial](#)

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85.

1028A

[Find Square](#) · [Tutorial](#)

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86.

1017A

[The Rank](#) · [Tutorial](#)

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87.

1013A

[Piles With Stones](#) · [Tutorial](#)

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[Evlampiy's solution](#)

88.

1009A

[Game Shopping](#) · [Tutorial](#)

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89.

996A

[Hit the Lottery](#) · [Tutorial](#)

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90.

999A

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

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91.

992A

[Nastya and an Array](#) · [Tutorial](#)

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92.

988A

[Diverse Team](#) · [Tutorial](#)

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93.

987A

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

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94.

976A

[Minimum Binary Number](#) · [Tutorial](#)

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95.

965A

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96.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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97.

952A

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98.

851A

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99.

954A

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100.

946A

[Partition](#) · [Tutorial](#)

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101.

931A

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102.

937A

[Olympiad](#) · [Tutorial](#)

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103.

935A

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104.

938A

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105.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Evlampiy's solution](#)

106.

486A

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

Quality: 154,172 global accepts · Rating: 800 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

107.

472A

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

Quality: 70,784 global accepts · Rating: 800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

108.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Evlampiy's solution](#)

109.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,419 global accepts · Rating: 800 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, math

[Evlampiy's solution](#)

110.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,773 global accepts · Rating: 800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Evlampiy's solution](#)

111.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-07 · last AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

112.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

113.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Evlampiy's solution](#)

114.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Evlampiy's solution](#)

115.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

116.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

117.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Evlampiy's solution](#)

118.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,111 global accepts · Rating: 800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Evlampiy's solution](#)

119.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

120.

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

121.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Evlampiy's solution](#)

122.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

123.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

124.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

125.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

126.

281A

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

Quality: 271,053 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

127.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

128.

266A

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

Quality: 244,627 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

129.

873A

[Chores](#) · [Tutorial](#)

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

[Evlampiy's solution](#)

130.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Evlampiy's solution](#)

131.

112A

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

Quality: 287,314 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

132.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

133.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,796 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Evlampiy's solution](#)

134.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Evlampiy's solution](#)

135.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[Evlampiy's solution](#)

136.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

137.

855A

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

Quality: 27,351 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Evlampiy's solution](#)

138.

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings
[Evlampiy's solution](#)

139.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Evlampiy's solution](#)

140.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Evlampiy's solution](#)

141.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[Evlampiy's solution](#)

142.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

143.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

144.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[Evlampiy's solution](#)

145.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Evlampiy's solution](#)

146.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Evlampiy's solution](#)

147.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

148.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Evlampiy's solution](#)

149.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,708 global accepts · Rating: 900 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[Evlampiy's solution](#)

150.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Evlampiy's solution](#)

151.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

152.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,915 global accepts · Rating: 900 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[Evlampiy's solution](#)

153.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Evlampiy's solution](#)

154.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Evlampiy's solution](#)

155.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Evlampiy's solution](#)

156.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Evlampiy's solution](#)

157.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

158.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Evlampiy's solution](#)

159.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Evlampiy's solution](#)

160.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Evlampiy's solution](#)

161.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

162.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

163.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

164.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

165.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Evlampiy's solution](#)

166.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Evlampiy's solution](#)

167.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

168.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

169.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Evlampiy's solution](#)

170.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Evlampiy's solution](#)

171.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

172.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Evlampiy's solution](#)

173.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Evlampiy's solution](#)

174.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Evlampiy's solution](#)

175.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

176.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

177.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

178.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

179.

879A

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

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

180.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Evlampiy's solution](#)

181.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Evlampiy's solution](#)

182.

872A

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

Rating: 900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

183.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

184.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

185.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Evlampiy's solution](#)

186.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

187.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Evlampiy's solution](#)

188.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

189.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

190.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

191.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

192.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Evlampiy's solution](#)

193.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Evlampiy's solution](#)

194.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

195.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

196.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Evlampiy's solution](#)

197.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Evlampiy's solution](#)

198.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Evlampiy's solution](#)

199.

979A

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

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

200.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Evlampiy's solution](#)

201.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

202.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

203.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[Evlampiy's solution](#)

204.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

205.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[Evlampiy's solution](#)

206.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Evlampiy's solution](#)

207.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

208.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Evlampiy's solution](#)

209.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Evlampiy's solution](#)

210.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Evlampiy's solution](#)

211.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[Evlampiy's solution](#)

212.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

213.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[Evlampiy's solution](#)

214.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Evlampiy's solution](#)

215.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-23 · last AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Evlampiy's solution](#)

216.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Evlampiy's solution](#)

217.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[Evlampiy's solution](#)

218.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Evlampiy's solution](#)

219.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Evlampiy's solution](#)

220.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

221.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

222.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Evlampiy's solution](#)

223.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

224.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Evlampiy's solution](#)

225.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[Evlampiy's solution](#)

226.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Evlampiy's solution](#)

227.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[Evlampiy's solution](#)

228.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[Evlampiy's solution](#)

229.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Evlampiy's solution](#)

230.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

231.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Evlampiy's solution](#)

232.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

233.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

234.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Evlampiy's solution](#)

235.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Evlampiy's solution](#)

236.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Evlampiy's solution](#)

237.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

238.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

239.

869B

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

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Evlampiy's solution](#)

240.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

241.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

242.

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Evlampiy's solution](#)

243.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Evlampiy's solution](#)

244.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: implementation

[Evlampiy's solution](#)

245.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

246.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

247.

877A

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

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

248.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Evlampiy's solution](#)

249.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

250.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Evlampiy's solution](#)

251.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Evlampiy's solution](#)

252.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Evlampiy's solution](#)

253.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Evlampiy's solution](#)

254.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

255.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Evlampiy's solution](#)

256.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

257.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Evlampiy's solution](#)

258.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

259.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Evlampiy's solution](#)

260.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

261.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Evlampiy's solution](#)

262.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Evlampiy's solution](#)

263.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Evlampiy's solution](#)

264.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Evlampiy's solution](#)

265.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

266.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

267.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Evlampiy's solution](#)

268.

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Evlampiy's solution](#)

269.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

270.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

271.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Evlampiy's solution](#)

272.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

273.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

274.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Evlampiy's solution](#)

275.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

276.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Evlampiy's solution](#)

277.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

278.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

279.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Evlampiy's solution](#)

280.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

281.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

282.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Evlampiy's solution](#)

283.

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Evlampiy's solution](#)

284.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Evlampiy's solution](#)

285.

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

[Evlampiy's solution](#)

286.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Evlampiy's solution](#)

287.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[Evlampiy's solution](#)

288.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

289.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

290.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

291.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Evlampiy's solution](#)

292.

872B

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

Rating: 1200 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

293.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Evlampiy's solution](#)

294.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Evlampiy's solution](#)

295.

1220C

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

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

296.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Evlampiy's solution](#)

297.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Evlampiy's solution](#)

298.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Evlampiy's solution](#)

299.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Evlampiy's solution](#)

300.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Evlampiy's solution](#)

301.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

302.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

303.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[Evlampiy's solution](#)

304.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
[Evlampiy's solution](#)

305.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Evlampiy's solution](#)

306.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Evlampiy's solution](#)

307.

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
[Evlampiy's solution](#)

308.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Evlampiy's solution](#)

309.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

310.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

311.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Evlampiy's solution](#)

312.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[Evlampiy's solution](#)

313.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Evlampiy's solution](#)

314.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Evlampiy's solution](#)

315.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Evlampiy's solution](#)

316.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Evlampiy's solution](#)

317.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Evlampiy's solution](#)

318.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Evlampiy's solution](#)

319.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Evlampiy's solution](#)

320.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

321.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

322.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

323.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Evlampiy's solution](#)

324.

957A

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

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

325.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Evlampiy's solution](#)

326.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Evlampiy's solution](#)

327.

929B

[A&B C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Evlampiy's solution](#)

328.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Evlampiy's solution](#)

329.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Evlampiy's solution](#)

330.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Evlampiy's solution](#)

331.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Evlampiy's solution](#)

332.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

333.

890C

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

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

[Evlampiy's solution](#)

334.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

335.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Evlampiy's solution](#)

336.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

337.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

338.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Evlampiy's solution](#)

339.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

340.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

341.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Evlampiy's solution](#)

342.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

343.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

344.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

345.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

346.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Evlampiy's solution](#)

347.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Evlampiy's solution](#)

348.

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Evlampiy's solution](#)

349.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Evlampiy's solution](#)

350.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Evlampiy's solution](#)

351.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Evlampiy's solution](#)

352.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[Evlampiy's solution](#)

353.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Evlampiy's solution](#)

354.

929A

[A to C](#) · [Tutorial](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[Evlampiy's solution](#)

355.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Evlampiy's solution](#)

356.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[Evlampiy's solution](#)

357.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Evlampiy's solution](#)

358.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Evlampiy's solution](#)

359.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Evlampiy's solution](#)

360.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Evlampiy's solution](#)

361.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Evlampiy's solution](#)

362.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Evlampiy's solution](#)

363.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

364.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Evlampiy's solution](#)

365.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Evlampiy's solution](#)

366.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Evlampiy's solution](#)

367.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Evlampiy's solution](#)

368.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Evlampiy's solution](#)

369.

1158A

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

Quality: 8,339 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

[Evlampiy's solution](#)

370.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

371.

944C

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

Rating: 1500 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Evlampiy's solution](#)

372.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Evlampiy's solution](#)

373.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Evlampiy's solution](#)

374.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Evlampiy's solution](#)

375.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

376.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

377.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

378.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Evlampiy's solution](#)

379.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Evlampiy's solution](#)

380.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Evlampiy's solution](#)

381.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

382.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

383.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Evlampiy's solution](#)

384.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Evlampiy's solution](#)

385.

931D

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

Rating: 1500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Evlampiy's solution](#)

386.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Evlampiy's solution](#)

387.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Evlampiy's solution](#)

388.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Evlampiy's solution](#)

389.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Evlampiy's solution](#)

390.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Evlampiy's solution](#)

391.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

392.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

393.

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

[Evlampiy's solution](#)

394.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Evlampiy's solution](#)

395.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Evlampiy's solution](#)

396.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Evlampiy's solution](#)

397.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

398.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Evlampiy's solution](#)

399.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Evlampiy's solution](#)

400.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

401.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

402.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Evlampiy's solution](#)

403.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

404.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Evlampiy's solution](#)

405.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Evlampiy's solution](#)

406.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Evlampiy's solution](#)

407.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Evlampiy's solution](#)

408.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Evlampiy's solution](#)

409.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Evlampiy's solution](#)

410.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

411.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Evlampiy's solution](#)

412.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

413.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Evlampiy's solution](#)

414.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Evlampiy's solution](#)

415.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Evlampiy's solution](#)

416.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Evlampiy's solution](#)

417.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Evlampiy's solution](#)

418.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Evlampiy's solution](#)

419.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Evlampiy's solution](#)

420.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Evlampiy's solution](#)

421.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Evlampiy's solution](#)

422.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Evlampiy's solution](#)

423.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Evlampiy's solution](#)

424.

1202B

[You Are Given a Decimal String... · Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[Evlampiy's solution](#)

425.

1194D

[1-2-K Game · Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Evlampiy's solution](#)

426.

1153C

[Serval and Parenthesis Sequence · Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Evlampiy's solution](#)

427.

944B

[Laboratory Work · Tutorial](#)

Rating: 1700 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Evlampiy's solution](#)

428.

1131F

[Asya And Kittens · Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu
[Evlampiy's solution](#)

429.

1130D1

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

Rating: 1700 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Evlampiy's solution](#)

430.

1114C

[Trailing Loves \(or L'oeufs?\) · Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[Evlampiy's solution](#)

431.

1091D

[New Year and the Permutation Concatenation · Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Evlampiy's solution](#)

432.

1087D

[Minimum Diameter Tree · Tutorial](#)

Rating: 1700 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[Evlampiy's solution](#)

433.

1092C

[Prefixes and Suffixes · Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Evlampiy's solution](#)

434.

1093D

[Beautiful Graph · Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Evlampiy's solution](#)

435.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Evlampiy's solution](#)

436.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Evlampiy's solution](#)

437.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Evlampiy's solution](#)

438.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Evlampiy's solution](#)

439.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Evlampiy's solution](#)

440.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Evlampiy's solution](#)

441.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Evlampiy's solution](#)

442.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Evlampiy's solution](#)

443.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Evlampiy's solution](#)

444.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Evlampiy's solution](#)

445.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

446.

929C

[A Problem with AC, 2C and C++](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, math

[Evlampiy's solution](#)

447.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

448.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Evlampiy's solution](#)

449.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Evlampiy's solution](#)

450.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Evlampiy's solution](#)

451.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Evlampiy's solution](#)

452.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Evlampiy's solution](#)

453.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Evlampiy's solution](#)

454.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Evlampiy's solution](#)

455.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Evlampiy's solution](#)

456.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · last AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Evlampiy's solution](#)

457.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Evlampiy's solution](#)

458.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Evlampiy's solution](#)

459.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Evlampiy's solution](#)

460.

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

[Evlampiy's solution](#)

461.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Evlampiy's solution](#)

462.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Evlampiy's solution](#)

463.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[Evlampiy's solution](#)

464.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Evlampiy's solution](#)

465.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Evlampiy's solution](#)

466.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Evlampiy's solution](#)

467.

1011D

[Rocket](#) · [Tutorial](#)

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

[Evlampiy's solution](#)

468.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Evlampiy's solution](#)

469.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

[Evlampiy's solution](#)

470.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Evlampiy's solution](#)

471.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Evlampiy's solution](#)

472.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Evlampiy's solution](#)

473.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Evlampiy's solution](#)

474.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Evlampiy's solution](#)

475.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Evlampiy's solution](#)

476.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Evlampiy's solution](#)

477.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Evlampiy's solution](#)

478.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Evlampiy's solution](#)

479.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Evlampiy's solution](#)

480.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Evlampiy's solution](#)

481.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Evlampiy's solution](#)

482.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Evlampiy's solution](#)

483.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Evlampiy's solution](#)

484.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Evlampiy's solution](#)

485.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[Evlampiy's solution](#)

486.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[Evlampiy's solution](#)

487.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Evlampiy's solution](#)

488.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, interactive

[Evlampiy's solution](#)

489.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Evlampiy's solution](#)

490.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Evlampiy's solution](#)

491.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Evlampiy's solution](#)

492.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Evlampiy's solution](#)

493.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Evlampiy's solution](#)

494.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Evlampiy's solution](#)

495.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Evlampiy's solution](#)

496.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-05 · last AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Evlampiy's solution](#)

497.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Evlampiy's solution](#)

498.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Evlampiy's solution](#)

499.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Evlampiy's solution](#)

500.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Evlampiy's solution](#)

501.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Evlampiy's solution](#)

502.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Evlampiy's solution](#)

503.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Evlampiy's solution](#)

504.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Evlampiy's solution](#)

505.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Evlampiy's solution](#)

506.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Evlampiy's solution](#)

507.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Evlampiy's solution](#)

508.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Evlampiy's solution](#)

509.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Evlampiy's solution](#)

510.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Evlampiy's solution](#)

511.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Evlampiy's solution](#)

512.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Evlampiy's solution](#)

513.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · last AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Evlampiy's solution](#)

514.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[Evlampiy's solution](#)

515.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Evlampiy's solution](#)

516.

651E

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

Rating: 2200 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Evlampiy's solution](#)

517.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, sortings

[Evlampiy's solution](#)

518.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Evlampiy's solution](#)

519.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · last AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Evlampiy's solution](#)

520.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Evlampiy's solution](#)

521.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[Evlampiy's solution](#)

522.

1158D

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

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Evlampiy's solution](#)

523.

1319G

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Evlampiy's solution](#)

524.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Evlampiy's solution](#)

525.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Evlampiy's solution](#)

526.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Evlampiy's solution](#)

527.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Evlampiy's solution](#)

528.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Evlampiy's solution](#)

529.

102437B

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

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

530.

101939E

[BS&D B](#)

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

[Evlampiy's solution](#)

531.

undefined546

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

532.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

533.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

534.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

535.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

536.

102330B

[A65077C](#)
[D:C =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

537.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

538.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

539.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

540.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

541.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

542.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Evlampiy's solution](#)

543.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-27 · last AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

544.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

545.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

546.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-03 · last AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

547.

1020089

[A'C'D = C,,7C FC,,O C'@ C'8Ct2C'4D BC\\$0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

548.

1020084

[A4@D4?C'>C\\$>CR 2D`AD\\$CC'CT=C,,5](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

549.

1020088

[B 500D\\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

550.

10200810

[B\\$0000-D NCD0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

551.

1020083

[A48DriDô=CD0](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

552.

101153B

[A400a=CT=D`5 D BC :C =D°](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

553.

101153F

[A0xDirC =C,,5](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

554.

101153H

[Aô0D\\$D,,5D BC\\$8CR ACα2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

555.

101153E

[AD>0αBCä@ B BD MCÔ4Cb 8 Cô5D 5D BC =Cä2Cα0](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

556.

101153A

[A0000`5C\\$8D\\$0Dd8C€](#)

Rating: — · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

557.

undefined133

[Border · Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

558.

undefined404

[Fotrune-telling with camomile · Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

559.

undefined551

[Preparing Problem · Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Evlampiy's solution](#)

560.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

561.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

562.

undefined398

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

Rating: — · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Evlampiy's solution](#)

563.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

564.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

565.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

566.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

567.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

568.

undefined403

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

Rating: — · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

569.

undefined112

[\$a^b - b^a\$](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 3 (first AC) · Tags: *special
[Evlampiy's solution](#)

570.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: *special
[Evlampiy's solution](#)

571.

1017132

[B4C4D10D\\$K C, :D41D°](#)

Rating: — · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

572.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2018-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Evlampiy's solution](#)

573.

1017145

[B4C4CCT=C,,5 Dt8D 5C°](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Evlampiy's solution](#)