

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

<https://cfelitetracker.vercel.app>

Unique solved — Farhod

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

Sort: Problem rating · easier first

Filters: none

Count: 4,618

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Farhod's solution](#)

2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Farhod's solution](#)

3.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

6.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,692 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

7.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

8.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Farhod's solution](#)

9.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[Farhod's solution](#)

10.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

11.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Farhod's solution](#)

12.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Farhod's solution](#)

13.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Farhod's solution](#)

14.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

15.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,549 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Farhod's solution](#)

16.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

17.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Farhod's solution](#)

18.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Farhod's solution](#)

19.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

20.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Farhod's solution](#)

21.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Farhod's solution](#)

22.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

23.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

24.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[Farhod's solution](#)

25.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Farhod's solution](#)

26.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Farhod's solution](#)

27.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

28.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Farhod's solution](#)

29.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

30.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Farhod's solution](#)

31.

2037B

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

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

32.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

33.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Farhod's solution](#)

34.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Farhod's solution](#)

35.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Farhod's solution](#)

36.

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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37.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,160 global accepts · Rating: 800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

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38.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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39.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

40.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

41.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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42.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Farhod's solution](#)

43.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Farhod's solution](#)

44.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

45.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

46.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

47.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

48.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

49.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Farhod's solution](#)

50.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

51.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Farhod's solution](#)

52.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

53.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

54.

1942A

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

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

[Farhod's solution](#)

55.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

56.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

57.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

58.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

59.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

60.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

61.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

62.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Farhod's solution](#)

63.

1926A

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

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Farhod's solution](#)

64.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

65.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

66.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

67.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

68.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

69.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

70.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Farhod's solution](#)

71.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Farhod's solution](#)

72.

1916A

[2023](#) · [Tutorial](#)

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

[Farhod's solution](#)

73.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

74.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Farhod's solution](#)

75.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Farhod's solution](#)

76.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

77.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Farhod's solution](#)

78.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

79.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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80.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Farhod's solution](#)

81.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Farhod's solution](#)

82.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[Farhod's solution](#)

83.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Farhod's solution](#)

84.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Farhod's solution](#)

85.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
[Farhod's solution](#)

86.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Farhod's solution](#)

87.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[Farhod's solution](#)

88.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[Farhod's solution](#)

89.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Farhod's solution](#)

90.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[Farhod's solution](#)

91.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

92.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,660 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Farhod's solution](#)

93.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Farhod's solution](#)

94.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Farhod's solution](#)

95.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Farhod's solution](#)

96.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math
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97.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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98.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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99.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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100.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Farhod's solution](#)

101.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Farhod's solution](#)

102.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[Farhod's solution](#)

103.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[Farhod's solution](#)

104.

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Farhod's solution](#)

105.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Farhod's solution](#)

106.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Farhod's solution](#)

107.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Farhod's solution](#)

108.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

109.

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, math

[Farhod's solution](#)

110.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Farhod's solution](#)

111.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

112.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

113.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Farhod's solution](#)

114.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

115.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Farhod's solution](#)

116.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Farhod's solution](#)

117.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Farhod's solution](#)

118.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Farhod's solution](#)

119.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Farhod's solution](#)

120.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

121.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[Farhod's solution](#)

122.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Farhod's solution](#)

123.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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

124.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[Farhod's solution](#)

125.

1569A

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Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Farhod's solution](#)

126.

1567A

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Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Farhod's solution](#)

127.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Farhod's solution](#)

128.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

129.

1557A

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

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

[Farhod's solution](#)

130.

1553A

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Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Farhod's solution](#)

131.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

132.

1544A

[Binary Decimal](#) · [Tutorial](#)

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[Farhod's solution](#)

133.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

134.

1523A

[Game of Life](#) · [Tutorial](#)

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

[Farhod's solution](#)

135.

1526A

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Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

136.

1527A

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Quality: 41,902 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Farhod's solution](#)

137.

1515A

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Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

138.

1519B

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Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Farhod's solution](#)

139.

1519A

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Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

140.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

141.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

142.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

143.

1491A

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Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

144.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

145.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Farhod's solution](#)

146.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

147.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Farhod's solution](#)

148.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

149.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

150.

1452A

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Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

151.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

152.

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Farhod's solution](#)

153.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Farhod's solution](#)

154.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

155.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Farhod's solution](#)

156.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

157.

1392B

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

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

[Farhod's solution](#)

158.

1392A

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

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

[Farhod's solution](#)

159.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Farhod's solution](#)

160.

1398A

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Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Farhod's solution](#)

161.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

162.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Farhod's solution](#)

163.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

164.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

165.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Farhod's solution](#)

166.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Farhod's solution](#)

167.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

168.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

169.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

170.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

171.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

172.

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[Farhod's solution](#)

173.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

174.

1305A

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

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

[Farhod's solution](#)

175.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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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176.

1285A

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[Farhod's solution](#)

177.

1284A

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

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

[Farhod's solution](#)

178.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Farhod's solution](#)

179.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Farhod's solution](#)

180.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Farhod's solution](#)

181.

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

[Farhod's solution](#)

182.

1220A

[Cards](#) · [Tutorial](#)

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

[Farhod's solution](#)

183.

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

[Farhod's solution](#)

184.

1186A

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

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

185.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

186.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

187.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,941 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

188.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

189.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

190.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

191.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

192.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Farhod's solution](#)

193.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

194.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

195.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

196.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

197.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

198.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · last AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

199.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: implementation

[Farhod's solution](#)

200.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

201.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,614 global accepts · Rating: 800 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

202.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

203.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Farhod's solution](#)

204.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Farhod's solution](#)

205.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Farhod's solution](#)

206.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

207.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

208.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Farhod's solution](#)

209.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Farhod's solution](#)

210.

1080A

[Petra and Origami](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

211.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Farhod's solution](#)

212.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[Farhod's solution](#)

213.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation
[Farhod's solution](#)

214.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[Farhod's solution](#)

215.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2014-12-02 · last AC: 2018-10-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

216.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Farhod's solution](#)

217.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

218.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

219.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

220.

1005A

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

Quality: 27,489 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

221.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

222.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

223.

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

224.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

225.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

226.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

227.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

228.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

229.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

230.

791A

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

Quality: 257,206 global accepts · Rating: 800 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

231.

959A

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

Quality: 55,666 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Farhod's solution](#)

232.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[Farhod's solution](#)

233.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

234.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

235.

932A

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

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

[Farhod's solution](#)

236.

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
[Farhod's solution](#)

237.

908A

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

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

238.

899A

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

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Farhod's solution](#)

239.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

240.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[Farhod's solution](#)

241.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

242.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

243.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Farhod's solution](#)

244.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[Farhod's solution](#)

245.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

246.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

247.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

248.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

249.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

250.

785A

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

Quality: 110,945 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

251.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Farhod's solution](#)

252.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[Farhod's solution](#)

253.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

254.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Farhod's solution](#)

255.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

256.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Farhod's solution](#)

257.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

258.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

259.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2014-10-15 · last AC: 2016-11-18 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

260.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Farhod's solution](#)

261.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

262.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2014-10-15 · last AC: 2016-11-02 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

263.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2014-10-04 · last AC: 2016-10-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

264.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

265.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

266.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Farhod's solution](#)

267.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,206 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

268.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2014-10-07 · last AC: 2016-10-14 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

269.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2015-01-06 · last AC: 2016-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

270.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,710 global accepts · Rating: 800 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Farhod's solution](#)

271.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

272.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2014-11-24 · last AC: 2016-09-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

273.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2014-12-11 · last AC: 2016-09-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

274.

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2014-10-04 · last AC: 2016-09-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

275.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

276.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2014-12-27 · last AC: 2016-09-15 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[Farhod's solution](#)

277.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

278.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

279.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

280.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

281.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

282.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

283.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

284.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

285.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

286.

678A

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

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[Farhod's solution](#)

287.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

288.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

289.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

290.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

291.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

292.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

293.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

294.

647A

[A Problem About a Circle](#)

Rating: 800 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

295.

629A

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

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

[Farhod's solution](#)

296.

630A

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

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

[Farhod's solution](#)

297.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

298.

618A

[Slime Combining](#) · [Tutorial](#)

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

[Farhod's solution](#)

299.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

300.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

301.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

302.

599A

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

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

303.

595A

[Vitaly and Night](#) · [Tutorial](#)

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

[Farhod's solution](#)

304.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

305.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

306.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Farhod's solution](#)

307.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

308.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

309.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

310.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

311.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2014-11-10 · last AC: 2015-02-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

312.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-09 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

313.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

314.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

315.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

316.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2014-09-29 · last AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

317.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Farhod's solution](#)

318.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2015-01-13 · GNU C++ (first AC) · Tags: expression parsing, implementation

[Farhod's solution](#)

319.

99A

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

Quality: 7,724 global accepts · Rating: 800 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: strings

[Farhod's solution](#)

320.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

321.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

322.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

323.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

324.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,252 global accepts · Rating: 800 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

325.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

326.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

327.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

328.

265A

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

Quality: 42,670 global accepts · Rating: 800 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

329.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

330.

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

331.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

332.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

333.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2014-12-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

334.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

335.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: math, probabilities

[Farhod's solution](#)

336.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

337.

80A

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

Quality: 66,301 global accepts · Rating: 800 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

338.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 800 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

339.

291A

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Quality: 6,476 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[Farhod's solution](#)

340.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

341.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

342.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

343.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

344.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

345.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

346.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

347.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,808 global accepts · Rating: 800 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[Farhod's solution](#)

348.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

349.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

350.

214A

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Quality: 42,916 global accepts · Rating: 800 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

351.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

352.

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: implementation

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353.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

354.

469A

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

Quality: 121,193 global accepts · Rating: 800 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

355.

443A

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

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[Farhod's solution](#)

356.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Farhod's solution](#)

357.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

358.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

359.

38A

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Quality: 26,486 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

360.

233A

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[Farhod's solution](#)

361.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,200 global accepts · Rating: 800 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

362.

155A

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

Quality: 93,661 global accepts · Rating: 800 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

363.

141A

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Quality: 101,405 global accepts · Rating: 800 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Farhod's solution](#)

364.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

365.

41A

[Translation](#) · [Tutorial](#)

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[Farhod's solution](#)

366.

266B

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Quality: 166,073 global accepts · Rating: 800 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Farhod's solution](#)

367.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

368.

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

369.

144A

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

Quality: 121,393 global accepts · Rating: 800 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

370.

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

371.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

372.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

373.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

374.

228A

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

Quality: 139,805 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

375.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

376.

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

377.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: strings

[Farhod's solution](#)

378.

378A

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

Quality: 25,934 global accepts · Rating: 800 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

379.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

380.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

381.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,942 global accepts · Rating: 800 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

382.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2014-10-04 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

383.

472A

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Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

384.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

385.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

386.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

387.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: *special, implementation

[Farhod's solution](#)

388.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

389.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

390.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Farhod's solution](#)

391.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

392.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

393.

2042B

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Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Farhod's solution](#)

394.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Farhod's solution](#)

395.

2026A

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Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Farhod's solution](#)

396.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

397.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Farhod's solution](#)

398.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive

algorithms, greedy, math

[Farhod's solution](#)

399.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Farhod's solution](#)

400.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Farhod's solution](#)

401.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

402.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Farhod's solution](#)

403.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Farhod's solution](#)

404.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Farhod's solution](#)

405.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Farhod's solution](#)

406.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Farhod's solution](#)

407.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

408.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,919 global accepts · Rating: 900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Farhod's solution](#)

409.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Farhod's solution](#)

410.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

411.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Farhod's solution](#)

412.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Farhod's solution](#)

413.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

414.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

415.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Farhod's solution](#)

416.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Farhod's solution](#)

417.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Farhod's solution](#)

418.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

419.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

420.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Farhod's solution](#)

421.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

422.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

423.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

424.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

425.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

426.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

427.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

428.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

429.

1166A

[Silent Classroom](#) · [Tutorial](#)

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

[Farhod's solution](#)

430.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

431.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Farhod's solution](#)

432.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Farhod's solution](#)

433.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Farhod's solution](#)

434.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

435.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: greedy, implementation, math, sortings
[Farhod's solution](#)

436.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Farhod's solution](#)

437.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Farhod's solution](#)

438.

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
[Farhod's solution](#)

439.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

440.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[Farhod's solution](#)

441.

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

442.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

443.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

444.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

445.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

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

[Farhod's solution](#)

446.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

447.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

448.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

449.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

450.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

451.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

452.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

453.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

454.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

455.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

456.

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

[Farhod's solution](#)

457.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

458.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

459.

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

[Farhod's solution](#)

460.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

461.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

462.

870A

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

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

463.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

464.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

465.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[Farhod's solution](#)

466.

814A

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

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

[Farhod's solution](#)

467.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

468.

793A

[Oleg and shares](#) · [Tutorial](#)

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

[Farhod's solution](#)

469.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[Farhod's solution](#)

470.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

471.

765A

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

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

[Farhod's solution](#)

472.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

473.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

474.

697A

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

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

475.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[Farhod's solution](#)

476.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-30 · last AC: 2016-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

477.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2014-11-27 · last AC: 2016-09-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

478.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

479.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · last AC: 2016-09-12 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

480.

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2014-12-10 · last AC: 2016-09-05 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

481.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2014-10-07 · last AC: 2016-07-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

482.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2014-10-27 · last AC: 2016-05-11 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

483.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2014-12-20 · last AC: 2016-05-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

484.

670A

[Holidays](#) · [Tutorial](#)

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

[Farhod's solution](#)

485.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Farhod's solution](#)

486.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

487.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

488.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

489.

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

490.

611A

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

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

[Farhod's solution](#)

491.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

492.

115A

[Party](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 900 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

493.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

494.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

495.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

496.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-10-02 · last AC: 2015-09-28 · GNU C++ (first AC) · Tags: brute force,

implementation, math

[Farhod's solution](#)

497.

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Farhod's solution](#)

498.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,460 global accepts · Rating: 900 · first AC: 2015-08-23 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

499.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

500.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

501.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: brute force, math, strings

[Farhod's solution](#)

502.

549A

[Face Detection](#) · [Tutorial](#)

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

[Farhod's solution](#)

503.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

504.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

505.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

506.

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2015-03-29 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

507.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2015-03-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

508.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

509.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

510.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

511.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

512.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

513.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

514.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

515.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: number theory

[Farhod's solution](#)

516.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[Farhod's solution](#)

517.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

518.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: brute force, geometry

[Farhod's solution](#)

519.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[Farhod's solution](#)

520.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

521.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

522.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

523.

94A

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

Quality: 12,266 global accepts · Rating: 900 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

524.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

525.

205A

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

Quality: 25,226 global accepts · Rating: 900 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

526.

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Farhod's solution](#)

527.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

528.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

529.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

530.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

531.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

532.

313A

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

Quality: 65,037 global accepts · Rating: 900 · first AC: 2014-11-22 · GNU C++ (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

533.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

534.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

535.

439A

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

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

536.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

537.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,985 global accepts · Rating: 900 · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

538.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

539.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,417 global accepts · Rating: 900 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

540.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

541.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: strings

[Farhod's solution](#)

542.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

543.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

544.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

545.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

546.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

547.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Farhod's solution](#)

548.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Farhod's solution](#)

549.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

550.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Farhod's solution](#)

551.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[Farhod's solution](#)

552.

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

553.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Farhod's solution](#)

554.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

555.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

556.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

557.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Farhod's solution](#)

558.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

559.

1916B

[Two Divisors](#) · [Tutorial](#)

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

[Farhod's solution](#)

560.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,244 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Farhod's solution](#)

561.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[Farhod's solution](#)

562.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

563.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

564.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

565.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

566.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Farhod's solution](#)

567.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

568.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Farhod's solution](#)

569.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

570.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

571.

1769B1

[A = >C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Farhod's solution](#)

572.

1725B

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

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Farhod's solution](#)

573.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

574.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Farhod's solution](#)

575.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Farhod's solution](#)

576.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

577.

1567B

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Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Farhod's solution](#)

578.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Farhod's solution](#)

579.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[Farhod's solution](#)

580.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Farhod's solution](#)

581.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

582.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory,

strings

[Farhod's solution](#)

583.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

584.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

585.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Farhod's solution](#)

586.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Farhod's solution](#)

587.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

588.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

589.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

590.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

591.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

592.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

593.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

594.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[Farhod's solution](#)

595.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

596.

1245A

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

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Farhod's solution](#)

597.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

598.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Farhod's solution](#)

599.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Farhod's solution](#)

600.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,575 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Farhod's solution](#)

601.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Farhod's solution](#)

602.

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Farhod's solution](#)

603.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Farhod's solution](#)

604.

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Farhod's solution](#)

605.

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

[Farhod's solution](#)

606.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

607.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

608.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

609.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

610.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

611.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

612.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

613.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

614.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

615.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

616.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,393 global accepts · Rating: 1000 · first AC: 2014-11-10 · last AC: 2018-12-22 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

617.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

618.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

619.

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

[Farhod's solution](#)

620.

1073B

[Vasya and Books](#) · [Tutorial](#)

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

[Farhod's solution](#)

621.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Farhod's solution](#)

622.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

623.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Farhod's solution](#)

624.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

625.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Farhod's solution](#)

626.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

627.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[Farhod's solution](#)

628.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Farhod's solution](#)

629.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[Farhod's solution](#)

630.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

631.

990A

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Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

632.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Farhod's solution](#)

633.

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[Farhod's solution](#)

634.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[Farhod's solution](#)

635.

742A

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

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[Farhod's solution](#)

636.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Farhod's solution](#)

637.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

638.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

639.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

640.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Farhod's solution](#)

641.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

642.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

643.

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

[Farhod's solution](#)

644.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

645.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

646.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Farhod's solution](#)

647.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2015-03-05 · last AC: 2017-04-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

648.

777A

[Shell Game](#) · [Tutorial](#)

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

[Farhod's solution](#)

649.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Farhod's solution](#)

650.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

651.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Farhod's solution](#)

652.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2014-12-01 · last AC: 2016-11-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

653.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

654.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

655.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

656.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2014-12-20 · last AC: 2016-10-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

657.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

658.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Farhod's solution](#)

659.

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2015-03-18 · last AC: 2016-10-14 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

660.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

661.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-11-12 · last AC: 2016-10-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

662.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 1000 · first AC: 2014-11-24 · last AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

663.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2014-12-02 · last AC: 2016-09-29 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

664.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Farhod's solution](#)

665.

110C

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

Rating: 1000 · first AC: 2015-01-04 · last AC: 2016-09-19 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

666.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2014-10-14 · last AC: 2016-09-06 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

667.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2014-12-10 · last AC: 2016-09-05 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

668.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2014-10-20 · last AC: 2016-08-29 · GNU C++ (first AC) · Tags: strings

[Farhod's solution](#)

669.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,835 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

670.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

671.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

672.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

673.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Farhod's solution](#)

674.

670B

[Game of Robots](#) · [Tutorial](#)

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

[Farhod's solution](#)

675.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

676.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

677.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

678.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2014-12-04 · last AC: 2016-03-26 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

679.

649A

[A: NO 80Ä KCR GC,,AC`0 Aô>C`8C=0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

680.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

681.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[Farhod's solution](#)

682.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, constructive algorithms, implementation

[Farhod's solution](#)

683.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

684.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[Farhod's solution](#)

685.

622A

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

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

[Farhod's solution](#)

686.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

687.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: games, greedy

[Farhod's solution](#)

688.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

689.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

690.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

691.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2015-11-29 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

692.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

693.

265B

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

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

694.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

695.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

696.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

697.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

698.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: bitmasks

[Farhod's solution](#)

699.

577A

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

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

700.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

701.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

702.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

703.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2015-04-01 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

704.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

705.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

706.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

707.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

708.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

709.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

710.

507A

[Amr and Music](#) · [Tutorial](#)

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

[Farhod's solution](#)

711.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[Farhod's solution](#)

712.

195A

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

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2015-01-15 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Farhod's solution](#)

713.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

714.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

715.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

716.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

717.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

718.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

719.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

720.

500A

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

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

[Farhod's solution](#)

721.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

722.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2014-12-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

723.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

724.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

725.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

726.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

727.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

728.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

729.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

730.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: brute force, strings

[Farhod's solution](#)

731.

3A

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

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Farhod's solution](#)

732.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

733.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

734.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

735.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

736.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

737.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

738.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

739.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

740.

339B

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

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2014-11-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

741.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

742.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

743.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

744.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

745.

118B

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

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

746.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,022 global accepts · Rating: 1000 · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

747.

124A

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

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2014-10-28 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

748.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: greedy, strings

[Farhod's solution](#)

749.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,523 global accepts · Rating: 1000 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

750.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: brute force, number theory

[Farhod's solution](#)

751.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

752.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

753.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

754.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2014-10-18 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

755.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

756.

118A

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Quality: 231,415 global accepts · Rating: 1000 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

757.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

758.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

759.

2122B

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Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Farhod's solution](#)

760.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

761.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

762.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Farhod's solution](#)

763.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Farhod's solution](#)

764.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

765.

2064B

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

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Farhod's solution](#)

766.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

767.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Farhod's solution](#)

768.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Farhod's solution](#)

769.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[Farhod's solution](#)

770.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[Farhod's solution](#)

771.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[Farhod's solution](#)

772.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,008 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, strings, two pointers
[Farhod's solution](#)

773.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Farhod's solution](#)

774.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Farhod's solution](#)

775.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

776.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Farhod's solution](#)

777.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

778.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Farhod's solution](#)

779.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Farhod's solution](#)

780.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Farhod's solution](#)

781.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

782.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Farhod's solution](#)

783.

1917B

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Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Farhod's solution](#)

784.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

785.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Farhod's solution](#)

786.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Farhod's solution](#)

787.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Farhod's solution](#)

788.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

789.

1899C

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Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Farhod's solution](#)

790.

1899B

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Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Farhod's solution](#)

791.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,772 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Farhod's solution](#)

792.

1867B

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Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Farhod's solution](#)

793.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Farhod's solution](#)

794.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

795.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Farhod's solution](#)

796.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

797.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

798.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

799.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

800.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Farhod's solution](#)

801.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Farhod's solution](#)

802.

1566D1

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

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

[Farhod's solution](#)

803.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

804.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

805.

1523B

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

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

[Farhod's solution](#)

806.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

807.

1421B

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

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

808.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Farhod's solution](#)

809.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Farhod's solution](#)

810.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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811.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Farhod's solution](#)

812.

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Farhod's solution](#)

813.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[Farhod's solution](#)

814.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Farhod's solution](#)

815.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Farhod's solution](#)

816.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

817.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Farhod's solution](#)

818.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

819.

1166B

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

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

number theory

[Farhod's solution](#)

820.

1165A

[Remainder](#) · [Tutorial](#)

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

[Farhod's solution](#)

821.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

822.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

823.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

824.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

825.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

826.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Farhod's solution](#)

827.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

828.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

829.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

830.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

831.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Farhod's solution](#)

832.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Farhod's solution](#)

833.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

834.

985A

[Chess Placing](#) · [Tutorial](#)

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

[Farhod's solution](#)

835.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

836.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

837.

955A

[Feed the cat](#) · [Tutorial](#)

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

[Farhod's solution](#)

838.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

839.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 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

[Farhod's solution](#)

840.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

841.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Farhod's solution](#)

842.

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

843.

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

844.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

845.

825A

[Binary Protocol](#) · [Tutorial](#)

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

[Farhod's solution](#)

846.

813A

[The Contest](#) · [Tutorial](#)

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

[Farhod's solution](#)

847.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

848.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

849.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

850.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

851.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

852.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Farhod's solution](#)

853.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[Farhod's solution](#)

854.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2015-05-03 · last AC: 2016-12-02 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

855.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2014-12-24 · last AC: 2016-11-04 · GNU C++ (first AC) · Tags: data structures, dp

[Farhod's solution](#)

856.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-11-27 · last AC: 2016-11-02 · GNU C++ (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

857.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

858.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

859.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Farhod's solution](#)

860.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

861.

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Farhod's solution](#)

862.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[Farhod's solution](#)

863.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[Farhod's solution](#)

864.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-12-21 · last AC: 2016-09-29 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

865.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,027 global accepts · Rating: 1100 · first AC: 2015-01-21 · last AC: 2016-09-28 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[Farhod's solution](#)

866.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2015-02-04 · last AC: 2016-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

867.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2015-11-08 · last AC: 2016-09-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

868.

104B

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

Rating: 1100 · first AC: 2015-01-31 · last AC: 2016-09-24 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

869.

719A

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

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

870.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2016-02-13 · last AC: 2016-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

871.

714A

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

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

872.

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

873.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2014-12-03 · last AC: 2016-09-08 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

874.

690A1

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

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

[Farhod's solution](#)

875.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

876.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[Farhod's solution](#)

877.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,860 global accepts · Rating: 1100 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

878.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2014-11-27 · last AC: 2016-05-11 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

879.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: *special, constructive algorithms, math

[Farhod's solution](#)

880.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

881.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Farhod's solution](#)

882.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

883.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

884.

629B

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

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

[Farhod's solution](#)

885.

630D

[Hexagons!](#) · [Tutorial](#)

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

[Farhod's solution](#)

886.

630J

[Divisibility](#) · [Tutorial](#)

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

[Farhod's solution](#)

887.

630C

[Lucky Numbers](#) · [Tutorial](#)

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

[Farhod's solution](#)

888.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

889.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

890.

609B

[The Best Gift](#) · [Tutorial](#)

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

[Farhod's solution](#)

891.

602A

[Two Bases](#) · [Tutorial](#)

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

[Farhod's solution](#)

892.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

893.

596A

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

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

[Farhod's solution](#)

894.

259B

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

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

895.

592B

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

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

[Farhod's solution](#)

896.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

897.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-12-10 · last AC: 2015-09-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

898.

570A

[Elections](#) · [Tutorial](#)

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

[Farhod's solution](#)

899.

558A

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

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

[Farhod's solution](#)

900.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-11 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

901.

557A

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

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

[Farhod's solution](#)

902.

548A

[Mike and Fax](#) · [Tutorial](#)

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

[Farhod's solution](#)

903.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

904.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

905.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Farhod's solution](#)

906.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

907.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

908.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: greedy, hashing, strings

[Farhod's solution](#)

909.

527A

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

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

[Farhod's solution](#)

910.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · last AC: 2015-03-09 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation

[Farhod's solution](#)

911.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

912.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Farhod's solution](#)

913.

169B

[Replacing Digits](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1100 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

914.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[Farhod's solution](#)

915.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

916.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

917.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

918.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

919.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

920.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

921.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

922.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

923.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

924.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

925.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-01-20 · last AC: 2015-01-20 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

926.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

927.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-11-22 · last AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force,

implementation, math

[Farhod's solution](#)

928.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2015-01-14 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

929.

501B

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

Quality: 19,422 global accepts · Rating: 1100 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[Farhod's solution](#)

930.

296A

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

Quality: 26,038 global accepts · Rating: 1100 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

931.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: dp, implementation

[Farhod's solution](#)

932.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

933.

190A

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

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2015-01-05 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

934.

90B

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

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

935.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

936.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

937.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

938.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

939.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

940.

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

941.

382A

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

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

942.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

943.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

944.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Farhod's solution](#)

945.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

946.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

947.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

948.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

949.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

950.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

951.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

952.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2014-12-19 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

953.

285A

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

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2014-12-16 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

954.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

955.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: brute force, dp

[Farhod's solution](#)

956.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 1100 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Farhod's solution](#)

957.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

958.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

959.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

960.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Farhod's solution](#)

961.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

962.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

963.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Farhod's solution](#)

964.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

965.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

966.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Farhod's solution](#)

967.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,802 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Farhod's solution](#)

968.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

969.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

970.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

971.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Farhod's solution](#)

972.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Farhod's solution](#)

973.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

974.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Farhod's solution](#)

975.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

976.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Farhod's solution](#)

977.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Farhod's solution](#)

978.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

979.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Farhod's solution](#)

980.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

981.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Farhod's solution](#)

982.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Farhod's solution](#)

983.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Farhod's solution](#)

984.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Farhod's solution](#)

985.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

986.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Farhod's solution](#)

987.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

988.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Farhod's solution](#)

989.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Farhod's solution](#)

990.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Farhod's solution](#)

991.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Farhod's solution](#)

992.

1916C

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

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

[Farhod's solution](#)

993.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Farhod's solution](#)

994.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Farhod's solution](#)

995.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Farhod's solution](#)

996.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Farhod's solution](#)

997.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Farhod's solution](#)

998.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

999.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Farhod's solution](#)

1000.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Farhod's solution](#)

1001.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Farhod's solution](#)

1002.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Farhod's solution](#)

1003.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Farhod's solution](#)

1004.

1769C1

[A Good CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Farhod's solution](#)

1005.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Farhod's solution](#)

1006.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1007.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Farhod's solution](#)

1008.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Farhod's solution](#)

1009.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Farhod's solution](#)

1010.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Farhod's solution](#)

1011.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

1012.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Farhod's solution](#)

1013.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Farhod's solution](#)

1014.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[Farhod's solution](#)

1015.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

1016.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1017.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Farhod's solution](#)

1018.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1019.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1020.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

1021.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

1022.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1023.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Farhod's solution](#)

1024.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

1025.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

1026.

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

[Farhod's solution](#)

1027.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

1028.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

1029.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1030.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1031.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Farhod's solution](#)

1032.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

1033.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Farhod's solution](#)

1034.

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
[Farhod's solution](#)

1035.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Farhod's solution](#)

1036.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Farhod's solution](#)

1037.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[Farhod's solution](#)

1038.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games
[Farhod's solution](#)

1039.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Farhod's solution](#)

1040.

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
[Farhod's solution](#)

1041.

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Farhod's solution](#)

1042.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Farhod's solution](#)

1043.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Farhod's solution](#)

1044.

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

[Farhod's solution](#)

1045.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

1046.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Farhod's solution](#)

1047.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Farhod's solution](#)

1048.

1028B

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

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

[Farhod's solution](#)

1049.

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Farhod's solution](#)

1050.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1051.

1023C

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

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

[Farhod's solution](#)

1052.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

1053.

1017B

[The Bits](#) · [Tutorial](#)

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

[Farhod's solution](#)

1054.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Farhod's solution](#)

1055.

1000A

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

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

[Farhod's solution](#)

1056.

999C

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

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1057.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

1058.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1059.

985B

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

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

[Farhod's solution](#)

1060.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

1061.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

1062.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Farhod's solution](#)

1063.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1064.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,344 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Farhod's solution](#)

1065.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Farhod's solution](#)

1066.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Farhod's solution](#)

1067.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1068.

914B

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

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

[Farhod's solution](#)

1069.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Farhod's solution](#)

1070.

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

[Farhod's solution](#)

1071.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Farhod's solution](#)

1072.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1073.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1074.

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

[Farhod's solution](#)

1075.

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

[Farhod's solution](#)

1076.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

1077.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

1078.

870B

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

Quality: 10,639 global accepts · Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1079.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

1080.

812A

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

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

[Farhod's solution](#)

1081.

811B

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

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · last AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1082.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1083.

803B

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

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1084.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[Farhod's solution](#)

1085.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

1086.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

1087.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Farhod's solution](#)

1088.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Farhod's solution](#)

1089.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1090.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2015-11-07 · last AC: 2016-12-02 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1091.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-12-20 · last AC: 2016-10-30 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1092.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-12-16 · last AC: 2016-10-27 · GNU C++ (first AC) · Tags: binary search, implementation

[Farhod's solution](#)

1093.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1094.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

1095.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1096.

462C

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

Rating: 1200 · first AC: 2015-01-06 · last AC: 2016-10-05 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1097.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1098.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2015-01-20 · last AC: 2016-09-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1099.

172B

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

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[Farhod's solution](#)

1100.

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1101.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1102.

131B

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

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2015-02-02 · last AC: 2016-09-06 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1103.

708A

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

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

[Farhod's solution](#)

1104.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[Farhod's solution](#)

1105.

690D1

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

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

[Farhod's solution](#)

1106.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: sortings

[Farhod's solution](#)

1107.

683A

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

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

[Farhod's solution](#)

1108.

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2014-12-20 · last AC: 2016-05-18 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1109.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2014-12-19 · last AC: 2016-05-04 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Farhod's solution](#)

1110.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[Farhod's solution](#)

1111.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1112.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1113.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1114.

647B

[Arzelo and the Code](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

1115.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

1116.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

1117.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Farhod's solution](#)

1118.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: graphs, implementation

[Farhod's solution](#)

1119.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1120.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1121.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

1122.

630R

[Game](#) · [Tutorial](#)

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

[Farhod's solution](#)

1123.

630B

[Moore's Law](#) · [Tutorial](#)

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

[Farhod's solution](#)

1124.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Farhod's solution](#)

1125.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[Farhod's solution](#)

1126.

625B

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

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

[Farhod's solution](#)

1127.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Farhod's solution](#)

1128.

612B

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

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

[Farhod's solution](#)

1129.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1130.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[Farhod's solution](#)

1131.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1132.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1133.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

1134.

593A

[2Char](#) · [Tutorial](#)

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

[Farhod's solution](#)

1135.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1136.

592A

[PawnChess](#) · [Tutorial](#)

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

[Farhod's solution](#)

1137.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1138.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

1139.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1140.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-14 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

1141.

560B

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

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1142.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-26 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[Farhod's solution](#)

1143.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1144.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

1145.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[Farhod's solution](#)

1146.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1147.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1148.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2015-04-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1149.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1150.

483C

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

Rating: 1200 · first AC: 2015-04-05 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1151.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2015-03-29 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1152.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

1153.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: *special, implementation

[Farhod's solution](#)

1154.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Farhod's solution](#)

1155.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · last AC: 2015-03-09 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Farhod's solution](#)

1156.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1157.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: brute force, implementation, schedules

[Farhod's solution](#)

1158.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Farhod's solution](#)

1159.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1160.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1161.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1162.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1163.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[Farhod's solution](#)

1164.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

1165.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1166.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2015-01-26 · GNU C++ (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

1167.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1168.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1169.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: geometry, math

[Farhod's solution](#)

1170.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1171.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1172.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

1173.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,478 global accepts · Rating: 1200 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

1174.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1175.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

1176.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1177.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1178.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2015-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1179.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,861 global accepts · Rating: 1200 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[Farhod's solution](#)

1180.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1181.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1182.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1183.

239A

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

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

1184.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1185.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: brute force, graphs, math

[Farhod's solution](#)

1186.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1187.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1188.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Farhod's solution](#)

1189.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[Farhod's solution](#)

1190.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

1191.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2014-11-27 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1192.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1193.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1194.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Farhod's solution](#)

1195.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1196.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1197.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-11-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1198.

216A

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

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1199.

463A

[Caixa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1200.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Farhod's solution](#)

1201.

2127B

[Hamiiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Farhod's solution](#)

1202.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Farhod's solution](#)

1203.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1204.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1205.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Farhod's solution](#)

1206.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[Farhod's solution](#)

1207.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Farhod's solution](#)

1208.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[Farhod's solution](#)

1209.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[Farhod's solution](#)

1210.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[Farhod's solution](#)

1211.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[Farhod's solution](#)

1212.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math
[Farhod's solution](#)

1213.

2023A

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

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

1214.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Farhod's solution](#)

1215.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Farhod's solution](#)

1216.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Farhod's solution](#)

1217.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Farhod's solution](#)

1218.

1942C1

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

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

[Farhod's solution](#)

1219.

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[Farhod's solution](#)

1220.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Farhod's solution](#)

1221.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Farhod's solution](#)

1222.

1769C2

[Aö>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-09 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Farhod's solution](#)

1223.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Farhod's solution](#)

1224.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

1225.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Farhod's solution](#)

1226.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Farhod's solution](#)

1227.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Farhod's solution](#)

1228.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Farhod's solution](#)

1229.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Farhod's solution](#)

1230.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Farhod's solution](#)

1231.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,110 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[Farhod's solution](#)

1232.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Farhod's solution](#)

1233.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[Farhod's solution](#)

1234.

1868A

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

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

1235.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Farhod's solution](#)

1236.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Farhod's solution](#)

1237.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Farhod's solution](#)

1238.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

1239.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Farhod's solution](#)

1240.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Farhod's solution](#)

1241.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

1242.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Farhod's solution](#)

1243.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[Farhod's solution](#)

1244.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Farhod's solution](#)

1245.

1558A

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

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

[Farhod's solution](#)

1246.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Farhod's solution](#)

1247.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Farhod's solution](#)

1248.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2016-10-14 · last AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1249.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2015-05-03 · last AC: 2021-02-04 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[Farhod's solution](#)

1250.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2015-01-13 · last AC: 2021-02-04 · GNU C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[Farhod's solution](#)

1251.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · last AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1252.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Farhod's solution](#)

1253.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Farhod's solution](#)

1254.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Farhod's solution](#)

1255.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

1256.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Farhod's solution](#)

1257.

1381A1

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

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

1258.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Farhod's solution](#)

1259.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[Farhod's solution](#)

1260.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Farhod's solution](#)

1261.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Farhod's solution](#)

1262.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Farhod's solution](#)

1263.

871A

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

Rating: 1300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[Farhod's solution](#)

1264.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Farhod's solution](#)

1265.

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
[Farhod's solution](#)

1266.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

1267.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Farhod's solution](#)

1268.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Farhod's solution](#)

1269.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

1270.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

1271.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1272.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Farhod's solution](#)

1273.

1220B

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1274.

1220C

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

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1275.

1209B

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

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1276.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1277.

1182B

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Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Farhod's solution](#)

1278.

1176C

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Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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1279.

1174C

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Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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1280.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1281.

1165C

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Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1282.

1157C1

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Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1283.

1157B

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Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1284.

1155C

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[Farhod's solution](#)

1285.

1119B

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[Farhod's solution](#)

1286.

1107C

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Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Farhod's solution](#)

1287.

1108C

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Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Farhod's solution](#)

1288.

1100B

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Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1289.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1290.

1096B

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Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[Farhod's solution](#)

1291.

1093C

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Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1292.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1293.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1294.

1076C

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Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

1295.

1055B

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Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Farhod's solution](#)

1296.

1063A

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

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

[Farhod's solution](#)

1297.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

1298.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1299.

1029A

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

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1300.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1301.

1007A

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

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

[Farhod's solution](#)

1302.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1303.

1004B

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

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

[Farhod's solution](#)

1304.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

1305.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1306.

982B

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

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)

1307.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1308.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1309.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1310.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1311.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

1312.

929B

[AÄBDBQ 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Farhod's solution](#)

1313.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Farhod's solution](#)

1314.

922B

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Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Farhod's solution](#)

1315.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1316.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1317.

899C

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Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Farhod's solution](#)

1318.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Farhod's solution](#)

1319.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[Farhod's solution](#)

1320.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1321.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Farhod's solution](#)

1322.

876B

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Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

1323.

870C

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

Quality: 9,766 global accepts · Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Farhod's solution](#)

1324.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1325.

808B

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Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[Farhod's solution](#)

1326.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[Farhod's solution](#)

1327.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1328.

792B

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Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1329.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[Farhod's solution](#)

1330.

777B

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

[Farhod's solution](#)

1331.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2014-12-01 · last AC: 2017-02-04 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Farhod's solution](#)

1332.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

1333.

750B

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

[Farhod's solution](#)

1334.

747C

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Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1335.

271B

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Quality: 15,459 global accepts · Rating: 1300 · first AC: 2014-12-29 · last AC: 2016-11-18 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Farhod's solution](#)

1336.

371B

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Quality: 12,535 global accepts · Rating: 1300 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

1337.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Farhod's solution](#)

1338.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-12-01 · last AC: 2016-10-05 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1339.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1340.

416B

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Quality: 9,417 global accepts · Rating: 1300 · first AC: 2015-11-26 · last AC: 2016-09-28 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Farhod's solution](#)

1341.

370B

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Quality: 2,686 global accepts · Rating: 1300 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1342.

246B

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Quality: 12,271 global accepts · Rating: 1300 · first AC: 2015-11-08 · last AC: 2016-09-25 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

1343.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

1344.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2015-11-06 · last AC: 2016-09-25 · GNU C++ (first AC) · Tags: brute force, dp

[Farhod's solution](#)

1345.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

1346.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[Farhod's solution](#)

1347.

690C1

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

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

[Farhod's solution](#)

1348.

690F1

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

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

[Farhod's solution](#)

1349.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[Farhod's solution](#)

1350.

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers

[Farhod's solution](#)

1351.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1352.

670C

[Cinema](#) · [Tutorial](#)

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

[Farhod's solution](#)

1353.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-02-07 · last AC: 2016-05-05 · GNU C++ (first AC) · Tags: combinatorics

[Farhod's solution](#)

1354.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2015-11-06 · last AC: 2016-05-03 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1355.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-22 · GNU C++ (first AC) · Tags: dp, greedy, strings

[Farhod's solution](#)

1356.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: dfs and similar, trees

[Farhod's solution](#)

1357.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

1358.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[Farhod's solution](#)

1359.

635B

[Island Puzzle](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

1360.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Farhod's solution](#)

1361.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: greedy, strings

[Farhod's solution](#)

1362.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

1363.

630N

[Forecast](#) · [Tutorial](#)

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

[Farhod's solution](#)

1364.

630F

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

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

[Farhod's solution](#)

1365.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

1366.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,162 global accepts · Rating: 1300 · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[Farhod's solution](#)

1367.

626B

[Cards](#) · [Tutorial](#)

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

[Farhod's solution](#)

1368.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1369.

625C

[K-special Tables](#) · [Tutorial](#)

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

[Farhod's solution](#)

1370.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation

[Farhod's solution](#)

1371.

611B

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

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

[Farhod's solution](#)

1372.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1373.

612A

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

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

[Farhod's solution](#)

1374.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1375.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1376.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Farhod's solution](#)

1377.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[Farhod's solution](#)

1378.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: math

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1379.

586B

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1380.

579B

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Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-17 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

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1381.

574C

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Rating: 1300 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: math, number theory

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1382.

572B

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1383.

570B

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[Farhod's solution](#)

1384.

567B

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

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1385.

558B

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1386.

545D

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1387.

312C

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Rating: 1300 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1388.

426B

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Quality: 3,960 global accepts · Rating: 1300 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

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1389.

526A

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

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1390.

192A

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Quality: 11,565 global accepts · Rating: 1300 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Farhod's solution](#)

1391.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1392.

161A

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

Quality: 5,474 global accepts · Rating: 1300 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Farhod's solution](#)

1393.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

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1394.

56B

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Quality: 4,024 global accepts · Rating: 1300 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: implementation

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1395.

60A

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1396.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Farhod's solution](#)

1397.

276B

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Quality: 32,109 global accepts · Rating: 1300 · first AC: 2015-02-04 · GNU C++ (first AC) · Tags: games, greedy

[Farhod's solution](#)

1398.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1399.

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1400.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-28 · GNU C++ (first AC) · Tags: greedy, math, strings

[Farhod's solution](#)

1401.

41C

[Email address](#) · [Tutorial](#)

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1402.

43C

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[Farhod's solution](#)

1403.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2015-01-26 · GNU C++ (first AC) · Tags: implementation, strings

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1404.

61B

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[Farhod's solution](#)

1405.

58B

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Quality: 13,230 global accepts · Rating: 1300 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1406.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,273 global accepts · Rating: 1300 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1407.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: combinatorics, implementation

[Farhod's solution](#)

1408.

96B

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

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force

[Farhod's solution](#)

1409.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2015-01-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Farhod's solution](#)

1410.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1411.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1412.

330B

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Quality: 19,387 global accepts · Rating: 1300 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

1413.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2015-01-15 · GNU C++ (first AC) · Tags: data structures, implementation, math

[Farhod's solution](#)

1414.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2015-01-14 · GNU C++ (first AC) · Tags: games, greedy, implementation

[Farhod's solution](#)

1415.

99B

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Quality: 3,212 global accepts · Rating: 1300 · first AC: 2015-01-03 · GNU C++ (first AC) · Tags: implementation, sortings

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1416.

27B

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1417.

289C

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Rating: 1300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1418.

291B

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Quality: 3,087 global accepts · Rating: 1300 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: *special, implementation, strings

[Farhod's solution](#)

1419.

135A

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Quality: 8,257 global accepts · Rating: 1300 · first AC: 2014-12-29 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1420.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2014-12-27 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1421.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1422.

318B

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Quality: 8,300 global accepts · Rating: 1300 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[Farhod's solution](#)

1423.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-12-22 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Farhod's solution](#)

1424.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2014-12-21 · last AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

1425.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-12-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1426.

451B

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1427.

493A

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1428.

4C

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Quality: 108,135 global accepts · Rating: 1300 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

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1429.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2014-11-13 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings
[Farhod's solution](#)

1430.

485B

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Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: brute force, greedy
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1431.

472B

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Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: —
[Farhod's solution](#)

1432.

158D

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Quality: 6,492 global accepts · Rating: 1300 · first AC: 2014-10-27 · GNU C++ (first AC) · Tags: *special, brute force, number theory
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1433.

25A

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Quality: 103,874 global accepts · Rating: 1300 · first AC: 2014-10-07 · GNU C++ (first AC) · Tags: brute force
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1434.

2204D

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1435.

2127C

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Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Farhod's solution](#)

1436.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Farhod's solution](#)

1437.

2097A

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Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[Farhod's solution](#)

1438.

2084C

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[Farhod's solution](#)

1439.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

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1440.

2066A

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1441.

2034C

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1442.

2038L

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[Farhod's solution](#)

1443.

2038A

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1444.

2038C

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1445.

2035C

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1446.

2033E

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1447.

2033C

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Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Farhod's solution](#)

1448.

1989C

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[Farhod's solution](#)

1449.

1980D

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Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Farhod's solution](#)

1450.

1965A

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Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Farhod's solution](#)

1451.

199D

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Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

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1452.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

1453.

1923C

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Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1454.

1932D

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Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1455.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Farhod's solution](#)

1456.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Farhod's solution](#)

1457.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Farhod's solution](#)

1458.

1918C

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Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

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1459.

1919C

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Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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1460.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Farhod's solution](#)

1461.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Farhod's solution](#)

1462.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Farhod's solution](#)

1463.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

1464.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,569 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Farhod's solution](#)

1465.

1903C

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Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1466.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Farhod's solution](#)

1467.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

1468.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Farhod's solution](#)

1469.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Farhod's solution](#)

1470.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[Farhod's solution](#)

1471.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Farhod's solution](#)

1472.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Farhod's solution](#)

1473.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1474.

1855C1

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

Rating: 1400 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1475.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

1476.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,331 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Farhod's solution](#)

1477.

1769B2

[A = C08D1>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[Farhod's solution](#)

1478.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Farhod's solution](#)

1479.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Farhod's solution](#)

1480.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[Farhod's solution](#)

1481.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[Farhod's solution](#)

1482.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
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1483.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[Farhod's solution](#)

1484.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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1485.

1519C

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Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
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1486.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
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1487.

602B

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Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-24 · last AC: 2021-02-28 · GNU C++ (first AC) · Tags: dp, implementation, two pointers
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1488.

289B

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Quality: 18,963 global accepts · Rating: 1400 · first AC: 2014-12-30 · last AC: 2021-02-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
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1489.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2015-11-06 · last AC: 2021-02-13 · GNU C++ (first AC) · Tags: implementation, strings
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1490.

489C

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Quality: 51,679 global accepts · Rating: 1400 · first AC: 2015-05-05 · last AC: 2021-02-13 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

1491.

1463B

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Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Farhod's solution](#)

1492.

1456A

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Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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1493.

1452B

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Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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1494.

1421C

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1495.

1427B

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1496.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1497.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1498.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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1499.

1370C

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Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

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1500.

1351C

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Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1501.

1348B

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Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Farhod's solution](#)

1502.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Farhod's solution](#)

1503.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

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1504.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Farhod's solution](#)

1505.

1320A

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[Farhod's solution](#)

1506.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Farhod's solution](#)

1507.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Farhod's solution](#)

1508.

1279C

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[Farhod's solution](#)

1509.

1266C

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

[Farhod's solution](#)

1510.

1276A

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[Farhod's solution](#)

1511.

1245C

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[Farhod's solution](#)

1512.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1513.

1228B

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

[Farhod's solution](#)

1514.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Farhod's solution](#)

1515.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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1516.

1183D

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[Farhod's solution](#)

1517.

1183C

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[Farhod's solution](#)

1518.

1162B

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Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

1519.

1167C

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[Farhod's solution](#)

1520.

1167B

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interactive, math

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1521.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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1522.

1144D

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1523.

1131B

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1524.

1110B

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1525.

1108D

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1526.

1102B

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1527.

1097C

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1528.

1091C

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1529.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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1530.

757B

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1531.

1088C

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1532.

1009B

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1533.

1004C

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

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1534.

868B

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[Farhod's solution](#)

1535.

981C

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

[Farhod's solution](#)

1536.

978E

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1537.

977D

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Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

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1538.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Farhod's solution](#)

1539.

958D1

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[Farhod's solution](#)

1540.

958A1

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[Farhod's solution](#)

1541.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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1542.

961C

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1543.

955B

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[Farhod's solution](#)

1544.

954B

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Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1545.

929A

[A000Ca1C B C\\$5C^>D 8C05CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Farhod's solution](#)

1546.

940B

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1547.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[Farhod's solution](#)

1548.

911C

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Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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1549.

898C

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Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1550.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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1551.

808C

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1552.

799B

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[Farhod's solution](#)

1553.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Farhod's solution](#)

1554.

797B

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Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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1555.

770D

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Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

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1556.

762B

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Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Farhod's solution](#)

1557.

762A

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Quality: 25,796 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1558.

752C

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Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Farhod's solution](#)

1559.

430B

[Balls Game](#) · [Tutorial](#)

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[Farhod's solution](#)

1560.

141B

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Quality: 5,789 global accepts · Rating: 1400 · first AC: 2016-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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1561.

284A

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Quality: 7,346 global accepts · Rating: 1400 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

1562.

727C

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Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Farhod's solution](#)

1563.

413C

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Quality: 2,676 global accepts · Rating: 1400 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

1564.

150A

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Quality: 8,594 global accepts · Rating: 1400 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Farhod's solution](#)

1565.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

1566.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Farhod's solution](#)

1567.

719B

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

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1568.

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2015-01-20 · last AC: 2016-09-20 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

1569.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1570.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Farhod's solution](#)

1571.

714C

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

Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1572.

287C

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

Rating: 1400 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

1573.

131C

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

Quality: 12,584 global accepts · Rating: 1400 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

1574.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1575.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[Farhod's solution](#)

1576.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math

[Farhod's solution](#)

1577.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

1578.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[Farhod's solution](#)

1579.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

1580.

689A

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Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

1581.

683D

[Chocolate Bar](#) · [Tutorial](#)

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

[Farhod's solution](#)

1582.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Farhod's solution](#)

1583.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Farhod's solution](#)

1584.

677B

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

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[Farhod's solution](#)

1585.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

1586.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

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

[Farhod's solution](#)

1587.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

[Farhod's solution](#)

1588.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

1589.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1590.

649B

[BOBO a6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1591.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1592.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[Farhod's solution](#)

1593.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[Farhod's solution](#)

1594.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

1595.

630H

[Benches](#) · [Tutorial](#)

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

[Farhod's solution](#)

1596.

630L

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

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

[Farhod's solution](#)

1597.

112C

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

Quality: 1400 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

1598.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1599.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1600.

612C

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

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: data structures, expression parsing, math

[Farhod's solution](#)

1601.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++ (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

1602.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: binary search, dp, sortings, two pointers

[Farhod's solution](#)

1603.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1400 · first AC: 2015-11-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1604.

277A

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

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Farhod's solution](#)

1605.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1606.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: implementation, math, sortings

[Farhod's solution](#)

1607.

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[Farhod's solution](#)

1608.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 1400 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Farhod's solution](#)

1609.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: bitmasks, brute force

[Farhod's solution](#)

1610.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1611.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation

[Farhod's solution](#)

1612.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · last AC: 2015-05-24 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games

[Farhod's solution](#)

1613.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2015-05-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Farhod's solution](#)

1614.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2015-05-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Farhod's solution](#)

1615.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1616.

107A

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

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

1617.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1618.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · last AC: 2015-04-27 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)**1619.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Farhod's solution](#)**1620.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: dp, greedy, math

[Farhod's solution](#)**1621.**

526B

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

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

[Farhod's solution](#)**1622.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2015-03-29 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)**1623.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Farhod's solution](#)**1624.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: *special, greedy

[Farhod's solution](#)**1625.**

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2015-03-05 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)**1626.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Farhod's solution](#)**1627.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)**1628.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1629.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Farhod's solution](#)

1630.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2015-02-27 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1631.

505B

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

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Farhod's solution](#)

1632.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1633.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Farhod's solution](#)

1634.

518B

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

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

[Farhod's solution](#)

1635.

516A

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

Rating: 1400 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[Farhod's solution](#)

1636.

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2015-02-23 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

1637.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Farhod's solution](#)

1638.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Farhod's solution](#)

1639.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1640.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force

[Farhod's solution](#)

1641.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: geometry, math

[Farhod's solution](#)

1642.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,585 global accepts · Rating: 1400 · first AC: 2015-01-14 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1643.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: math, sortings

[Farhod's solution](#)

1644.

358A

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

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1645.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers

[Farhod's solution](#)

1646.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-12-18 · GNU C++ (first AC) · Tags: implementation, math, matrices

[Farhod's solution](#)

1647.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2014-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[Farhod's solution](#)

1648.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1649.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1650.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-02 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1651.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Farhod's solution](#)

1652.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

1653.

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

1654.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Farhod's solution](#)

1655.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Farhod's solution](#)

1656.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Farhod's solution](#)

1657.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Farhod's solution](#)

1658.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Farhod's solution](#)

1659.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Farhod's solution](#)

1660.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Farhod's solution](#)

1661.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

1662.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[Farhod's solution](#)

1663.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Farhod's solution](#)

1664.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2015-09-07 · last AC: 2024-03-24 · GNU C++ (first AC) · Tags: data structures, dsu

[Farhod's solution](#)

1665.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Farhod's solution](#)

1666.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Farhod's solution](#)

1667.

1925C

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

Rating: 1500 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Farhod's solution](#)

1668.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Farhod's solution](#)

1669.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

1670.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[Farhod's solution](#)

1671.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · last AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

1672.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Farhod's solution](#)

1673.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Farhod's solution](#)

1674.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Farhod's solution](#)

1675.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

1676.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-17 · last AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Farhod's solution](#)

1677.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Farhod's solution](#)

1678.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)

1679.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Farhod's solution](#)

1680.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[Farhod's solution](#)

1681.

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[Farhod's solution](#)

1682.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

1683.

1553D

[Backspace](#) · [Tutorial](#)

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

[Farhod's solution](#)

1684.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Farhod's solution](#)

1685.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Farhod's solution](#)

1686.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Farhod's solution](#)

1687.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Farhod's solution](#)

1688.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

1689.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Farhod's solution](#)

1690.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

1691.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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1692.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Farhod's solution](#)

1693.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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1694.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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1695.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1696.

1368C

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

[Farhod's solution](#)

1697.

1368B

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

[Farhod's solution](#)

1698.

1366C

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Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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1699.

1352F

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Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Farhod's solution](#)

1700.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

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1701.

1340A

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

[Farhod's solution](#)

1702.

1338A

[Powered Addition](#) · [Tutorial](#)

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

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1703.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

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1704.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

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1705.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Farhod's solution](#)

1706.

853A

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Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1707.

1307C

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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

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1708.

1299A

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1709.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

1710.

1242A

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[Farhod's solution](#)

1711.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1712.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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1713.

1209C

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

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1714.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

1715.

1179A

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

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1716.

1181B

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Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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1717.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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1718.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · last AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1719.

1158A

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

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

[Farhod's solution](#)

1720.

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1721.

1161A

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

[Farhod's solution](#)

1722.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1723.

1139C

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Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Farhod's solution](#)

1724.

1141D

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Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1725.

1141C

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1726.

1136C

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Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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1727.

1114B

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

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1728.

1110C

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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

[Farhod's solution](#)

1729.

1106D

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Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Farhod's solution](#)

1730.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · Java 8 (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1731.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

1732.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1733.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

1734.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

1735.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1736.

1080C

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Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1737.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Farhod's solution](#)

1738.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1739.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1740.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Farhod's solution](#)

1741.

847A

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

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1742.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Farhod's solution](#)

1743.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

1744.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Farhod's solution](#)

1745.

997A

[Convert to Ones](#) · [Tutorial](#)

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

[Farhod's solution](#)

1746.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Farhod's solution](#)

1747.

1000B

[Light It Up](#) · [Tutorial](#)

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

[Farhod's solution](#)

1748.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Farhod's solution](#)

1749.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

1750.

990C

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

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

[Farhod's solution](#)

1751.

985C

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

[Farhod's solution](#)

1752.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,854 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Farhod's solution](#)

1753.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Farhod's solution](#)

1754.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

1755.

977E

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

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Farhod's solution](#)

1756.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1757.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1758.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

1759.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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1760.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

1761.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Farhod's solution](#)

1762.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Farhod's solution](#)

1763.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Farhod's solution](#)

1764.

887C

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Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1765.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Farhod's solution](#)

1766.

877B

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Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Farhod's solution](#)

1767.

876D

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

Rating: 1500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Farhod's solution](#)

1768.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Farhod's solution](#)

1769.

873B

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

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1770.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

1771.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

1772.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Farhod's solution](#)

1773.

825D

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

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

[Farhod's solution](#)

1774.

817B

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

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

[Farhod's solution](#)

1775.

812C

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

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Farhod's solution](#)

1776.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Farhod's solution](#)

1777.

771A

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Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Farhod's solution](#)

1778.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

[Farhod's solution](#)

1779.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Farhod's solution](#)

1780.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Farhod's solution](#)

1781.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Farhod's solution](#)

1782.

744A

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Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

1783.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Farhod's solution](#)

1784.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2016-03-18 · last AC: 2016-12-08 · GNU C++ (first AC) · Tags: brute force, sortings

[Farhod's solution](#)

1785.

121B

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Quality: 2,822 global accepts · Rating: 1500 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Farhod's solution](#)

1786.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Farhod's solution](#)

1787.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1788.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1789.

368C

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

Rating: 1500 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1790.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Farhod's solution](#)

1791.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

1792.

403A

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

Rating: 1500 · first AC: 2016-02-23 · last AC: 2016-09-30 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

1793.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Farhod's solution](#)

1794.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1795.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1796.

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, trees

[Farhod's solution](#)

1797.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

1798.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1799.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[Farhod's solution](#)

1800.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[Farhod's solution](#)

1801.

414A

[Mashmikh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

1802.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2016-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

1803.

496B

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

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · last AC: 2016-09-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

1804.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2015-05-05 · last AC: 2016-09-07 · GNU C++ (first AC) · Tags: dfs and similar

[Farhod's solution](#)

1805.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: sortings

[Farhod's solution](#)

1806.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

1807.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[Farhod's solution](#)

1808.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Farhod's solution](#)

1809.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[Farhod's solution](#)

1810.

701C

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

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[Farhod's solution](#)

1811.

696A

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

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

[Farhod's solution](#)

1812.

690C2

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

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

[Farhod's solution](#)

1813.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

1814.

688C

[NP-Hard Problem](#) · [Tutorial](#)

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

[Farhod's solution](#)

1815.

677C

[Vanya and Label](#) · [Tutorial](#)

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

strings

[Farhod's solution](#)

1816.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Farhod's solution](#)

1817.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[Farhod's solution](#)

1818.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

1819.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Farhod's solution](#)

1820.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

1821.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, implementation

[Farhod's solution](#)

1822.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

1823.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-31 · last AC: 2016-03-31 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Farhod's solution](#)

1824.

357C

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

Rating: 1500 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

1825.

649C

[A Good DSL](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

1826.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: *special, dfs and similar, strings

[Farhod's solution](#)

1827.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: games, greedy

[Farhod's solution](#)

1828.

630K

[Indivisibility](#) · [Tutorial](#)

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

[Farhod's solution](#)

1829.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2016-02-14 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[Farhod's solution](#)

1830.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[Farhod's solution](#)

1831.

556C

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

Rating: 1500 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1832.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1833.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[Farhod's solution](#)

1834.

276C

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

Quality: 39,548 global accepts · Rating: 1500 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[Farhod's solution](#)

1835.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1836.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

1837.

611C

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

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

[Farhod's solution](#)

1838.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: combinatorics, strings

[Farhod's solution](#)

1839.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1840.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: dp, math, matrices

[Farhod's solution](#)

1841.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · last AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

1842.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: hashing, implementation

[Farhod's solution](#)

1843.

268C

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

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1844.

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Farhod's solution](#)

1845.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

1846.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: combinatorics

[Farhod's solution](#)

1847.

460B

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

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Farhod's solution](#)

1848.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

1849.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,921 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[Farhod's solution](#)

1850.

576A

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

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

1851.

577C

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

Rating: 1500 · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

1852.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Farhod's solution](#)

1853.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-14 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

1854.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Farhod's solution](#)

1855.

415C

[Mashmokh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[Farhod's solution](#)

1856.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: brute force, dp, math

[Farhod's solution](#)

1857.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Farhod's solution](#)

1858.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy

[Farhod's solution](#)

1859.

443B

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

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Farhod's solution](#)

1860.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: bitmasks, implementation, two pointers

[Farhod's solution](#)

1861.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

1862.

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: greedy, strings

[Farhod's solution](#)

1863.

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: graphs

[Farhod's solution](#)

1864.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math

[Farhod's solution](#)

1865.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

1866.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-03-31 · GNU C++ (first AC) · Tags: brute force, two pointers

[Farhod's solution](#)

1867.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 692 global accepts · Rating: 1500 · first AC: 2015-03-28 · last AC: 2015-03-29 · Picat (first AC) · Tags: *special

[Farhod's solution](#)

1868.

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-29 · Picat (first AC) · Tags: *special

[Farhod's solution](#)

1869.

527B

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

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1870.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1871.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: *special, implementation

[Farhod's solution](#)

1872.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2015-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[Farhod's solution](#)

1873.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

1874.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dfs and similar

[Farhod's solution](#)

1875.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2015-01-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[Farhod's solution](#)

1876.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: strings

[Farhod's solution](#)

1877.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2015-01-24 · GNU C++ (first AC) · Tags: brute force, dp

[Farhod's solution](#)

1878.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: matrices

[Farhod's solution](#)

1879.

409H

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

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2015-01-08 · last AC: 2015-01-09 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Farhod's solution](#)

1880.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

1881.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

1882.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1883.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

1884.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs

[Farhod's solution](#)

1885.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Farhod's solution](#)

1886.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Farhod's solution](#)

1887.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Farhod's solution](#)

1888.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Farhod's solution](#)

1889.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Farhod's solution](#)

1890.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Farhod's solution](#)

1891.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graph matchings, greedy, math, sortings

[Farhod's solution](#)

1892.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Farhod's solution](#)

1893.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Farhod's solution](#)

1894.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Farhod's solution](#)

1895.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Farhod's solution](#)

1896.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Farhod's solution](#)

1897.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Farhod's solution](#)

1898.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Farhod's solution](#)

1899.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Farhod's solution](#)

1900.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Farhod's solution](#)

1901.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Farhod's solution](#)

1902.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1903.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

1904.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[Farhod's solution](#)

1905.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Farhod's solution](#)

1906.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Farhod's solution](#)

1907.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Farhod's solution](#)

1908.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

1909.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

1910.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[Farhod's solution](#)

1911.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Farhod's solution](#)

1912.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,793 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[Farhod's solution](#)

1913.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Farhod's solution](#)

1914.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Farhod's solution](#)

1915.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Farhod's solution](#)

1916.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

1917.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Farhod's solution](#)

1918.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Farhod's solution](#)

1919.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Farhod's solution](#)

1920.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

1921.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, two pointers

[Farhod's solution](#)

1922.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Farhod's solution](#)

1923.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Farhod's solution](#)

1924.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Farhod's solution](#)

1925.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

1926.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

1927.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Farhod's solution](#)

1928.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Farhod's solution](#)

1929.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Farhod's solution](#)

1930.

1523C

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

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

[Farhod's solution](#)

1931.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

1932.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Farhod's solution](#)

1933.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Farhod's solution](#)

1934.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Farhod's solution](#)

1935.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Farhod's solution](#)

1936.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

1937.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

1938.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

1939.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Farhod's solution](#)

1940.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Farhod's solution](#)

1941.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

1942.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[Farhod's solution](#)

1943.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[Farhod's solution](#)

1944.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[Farhod's solution](#)

1945.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Farhod's solution](#)

1946.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Farhod's solution](#)

1947.

1349A

[Orac and LCM](#) · [Tutorial](#)

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

1948.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Farhod's solution](#)

1949.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

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

1950.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[Farhod's solution](#)

1951.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Farhod's solution](#)

1952.

1336A

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

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

trees

[Farhod's solution](#)

1953.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Farhod's solution](#)

1954.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Farhod's solution](#)

1955.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Farhod's solution](#)

1956.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

1957.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

1958.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

1959.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Farhod's solution](#)

1960.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

1961.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1962.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1963.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Farhod's solution](#)

1964.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Farhod's solution](#)

1965.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[Farhod's solution](#)

1966.

1148B

[Born This Way](#) · [Tutorial](#)

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

[Farhod's solution](#)

1967.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

1968.

1165E

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

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

1969.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

1970.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

1971.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Farhod's solution](#)

1972.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Farhod's solution](#)

1973.

1137B

[Camp Schedule](#) · [Tutorial](#)

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

[Farhod's solution](#)

1974.

1137A

[Skyscrapers](#) · [Tutorial](#)

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

[Farhod's solution](#)

1975.

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

[Farhod's solution](#)

1976.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Farhod's solution](#)

1977.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Farhod's solution](#)

1978.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Farhod's solution](#)

1979.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

1980.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

1981.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1982.

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

[Farhod's solution](#)

1983.

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

[Farhod's solution](#)

1984.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

1985.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy

[Farhod's solution](#)

1986.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[Farhod's solution](#)

1987.

1033C

[Permutation Game](#) · [Tutorial](#)

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

[Farhod's solution](#)

1988.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

1989.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Farhod's solution](#)

1990.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1991.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

1992.

1028C

[Rectangles](#) · [Tutorial](#)

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

[Farhod's solution](#)

1993.

1029C

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

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

1994.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

1995.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Farhod's solution](#)

1996.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1997.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

1998.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

1999.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

2000.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

2001.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

2002.

992B

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

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

2003.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Farhod's solution](#)

2004.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Farhod's solution](#)

2005.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[Farhod's solution](#)

2006.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2007.

966A

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

Rating: 1600 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

2008.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2009.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

2010.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Farhod's solution](#)

2011.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2012.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

2013.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Farhod's solution](#)

2014.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Farhod's solution](#)

2015.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

2016.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Farhod's solution](#)

2017.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Farhod's solution](#)

2018.

913C

[Party Lemonade](#) · [Tutorial](#)

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

[Farhod's solution](#)

2019.

906A

[Shockers](#) · [Tutorial](#)

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

[Farhod's solution](#)

2020.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2021.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

2022.

878A

[Short Program](#) · [Tutorial](#)

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

[Farhod's solution](#)

2023.

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

[Farhod's solution](#)

2024.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

2025.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2026.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2027.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Farhod's solution](#)

2028.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Farhod's solution](#)

2029.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

2030.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Farhod's solution](#)

2031.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Farhod's solution](#)

2032.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Farhod's solution](#)

2033.

788A

[Functions again](#) · [Tutorial](#)

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

[Farhod's solution](#)

2034.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Farhod's solution](#)

2035.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

2036.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2037.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Farhod's solution](#)

2038.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Farhod's solution](#)

2039.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Farhod's solution](#)

2040.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Farhod's solution](#)

2041.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Farhod's solution](#)

2042.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Farhod's solution](#)

2043.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Farhod's solution](#)

2044.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2015-02-05 · last AC: 2016-12-03 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

2045.

524A

[A&>CfKCaCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C´NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-05-02 · last AC: 2016-11-21 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2046.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Farhod's solution](#)

2047.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Farhod's solution](#)

2048.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[Farhod's solution](#)

2049.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Farhod's solution](#)

2050.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

2051.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[Farhod's solution](#)

2052.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2016-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

2053.

284C

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

Rating: 1600 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp

[Farhod's solution](#)

2054.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · last AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Farhod's solution](#)

2055.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[Farhod's solution](#)

2056.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[Farhod's solution](#)

2057.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Farhod's solution](#)

2058.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

2059.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Farhod's solution](#)

2060.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Farhod's solution](#)

2061.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Farhod's solution](#)

2062.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Farhod's solution](#)

2063.

315C

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

Rating: 1600 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

2064.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

2065.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

2066.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2067.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

2068.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Farhod's solution](#)

2069.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Farhod's solution](#)

2070.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Farhod's solution](#)

2071.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Farhod's solution](#)

2072.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

2073.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[Farhod's solution](#)

2074.

244C

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

Rating: 1600 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math

[Farhod's solution](#)

2075.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[Farhod's solution](#)

2076.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

2077.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

2078.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation

[Farhod's solution](#)

2079.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

2080.

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: graphs, greedy

[Farhod's solution](#)

2081.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

2082.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2083.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

2084.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

2085.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: probabilities

[Farhod's solution](#)

2086.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Farhod's solution](#)

2087.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Farhod's solution](#)

2088.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[Farhod's solution](#)

2089.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Farhod's solution](#)

2090.

649D

[A B C D E F G H I J K L M N O P Q R S T U V W X Y Z](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

2091.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2092.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: games, math, number theory

[Farhod's solution](#)

2093.

344D

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

Rating: 1600 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)

2094.

344C

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

Rating: 1600 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

2095.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)

2096.

343A

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

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

2097.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

2098.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, data structures, dp, greedy

[Farhod's solution](#)

2099.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: dp, greedy, math

[Farhod's solution](#)

2100.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2101.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-14 · GNU C++ (first AC) · Tags: brute force, greedy, math, number theory

[Farhod's solution](#)

2102.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2103.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Farhod's solution](#)

2104.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: dfs and similar

[Farhod's solution](#)

2105.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[Farhod's solution](#)

2106.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: dp, graphs

[Farhod's solution](#)

2107.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2108.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

2109.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2110.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs

[Farhod's solution](#)

2111.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: sortings

[Farhod's solution](#)

2112.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: binary search, math

[Farhod's solution](#)

2113.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Farhod's solution](#)

2114.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

2115.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

2116.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[Farhod's solution](#)

2117.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Farhod's solution](#)

2118.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: data structures, dp, math, shortest paths

[Farhod's solution](#)

2119.

569C

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

Rating: 1600 · first AC: 2015-08-14 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[Farhod's solution](#)

2120.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Farhod's solution](#)

2121.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: geometry

[Farhod's solution](#)

2122.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[Farhod's solution](#)

2123.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2124.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: math, number theory

[Farhod's solution](#)

2125.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

2126.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Farhod's solution](#)

2127.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-29 · Picat (first AC) · Tags: *special

[Farhod's solution](#)

2128.

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-29 · Picat (first AC) · Tags: *special

[Farhod's solution](#)

2129.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-03-28 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Farhod's solution](#)

2130.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

2131.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Farhod's solution](#)

2132.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[Farhod's solution](#)

2133.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-15 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[Farhod's solution](#)

2134.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2015-03-10 · GNU C++ (first AC) · Tags: dfs and similar

[Farhod's solution](#)

2135.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Farhod's solution](#)

2136.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Farhod's solution](#)

2137.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: implementation, strings

[Farhod's solution](#)

2138.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2139.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2015-01-25 · GNU C++ (first AC) · Tags: dp, math, number theory

[Farhod's solution](#)

2140.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2015-01-16 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Farhod's solution](#)

2141.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: greedy, number theory

[Farhod's solution](#)

2142.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

2143.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++ (first AC) · Tags: number theory

[Farhod's solution](#)

2144.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

2145.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics,

implementation, math

[Farhod's solution](#)

2146.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Farhod's solution](#)

2147.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2148.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Farhod's solution](#)

2149.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Farhod's solution](#)

2150.

276D

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

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2017-11-22 · last AC: 2025-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Farhod's solution](#)

2151.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Farhod's solution](#)

2152.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2153.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Farhod's solution](#)

2154.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Farhod's solution](#)

2155.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Farhod's solution](#)

2156.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Farhod's solution](#)

2157.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Farhod's solution](#)

2158.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Farhod's solution](#)

2159.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Farhod's solution](#)

2160.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Farhod's solution](#)

2161.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2162.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Farhod's solution](#)

2163.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Farhod's solution](#)

2164.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Farhod's solution](#)

2165.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Farhod's solution](#)

2166.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Farhod's solution](#)

2167.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Farhod's solution](#)

2168.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Farhod's solution](#)

2169.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Farhod's solution](#)

2170.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Farhod's solution](#)

2171.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2172.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Farhod's solution](#)

2173.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

2174.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings

[Farhod's solution](#)

2175.

1881F

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

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Farhod's solution](#)

2176.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Farhod's solution](#)

2177.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Farhod's solution](#)

2178.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Farhod's solution](#)

2179.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Farhod's solution](#)

2180.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Farhod's solution](#)

2181.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Farhod's solution](#)

2182.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Farhod's solution](#)

2183.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Farhod's solution](#)

2184.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Farhod's solution](#)

2185.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Farhod's solution](#)

2186.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Farhod's solution](#)

2187.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Farhod's solution](#)

2188.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

2189.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[Farhod's solution](#)

2190.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Farhod's solution](#)

2191.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Farhod's solution](#)

2192.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Farhod's solution](#)

2193.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Farhod's solution](#)

2194.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2195.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Farhod's solution](#)

2196.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Farhod's solution](#)

2197.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Farhod's solution](#)

2198.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

2199.

1392D

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

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

[Farhod's solution](#)

2200.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Farhod's solution](#)

2201.

1383A

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

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

[Farhod's solution](#)

2202.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Farhod's solution](#)

2203.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Farhod's solution](#)

2204.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Farhod's solution](#)

2205.

1340B

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

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

[Farhod's solution](#)

2206.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Farhod's solution](#)

2207.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Farhod's solution](#)

2208.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Farhod's solution](#)

2209.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Farhod's solution](#)

2210.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

2211.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2212.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

2213.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Farhod's solution](#)

2214.

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

[Farhod's solution](#)

2215.

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

[Farhod's solution](#)

2216.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

2217.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Farhod's solution](#)

2218.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Farhod's solution](#)

2219.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Farhod's solution](#)

2220.

1229A

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

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

[Farhod's solution](#)

2221.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Farhod's solution](#)

2222.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Farhod's solution](#)

2223.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

2224.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Farhod's solution](#)

2225.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Farhod's solution](#)

2226.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Farhod's solution](#)

2227.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

[Farhod's solution](#)

2228.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

2229.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

2230.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

2231.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[Farhod's solution](#)

2232.

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

[Farhod's solution](#)

2233.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2234.

1142A

[The Beatles](#) · [Tutorial](#)

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

[Farhod's solution](#)

2235.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

2236.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Farhod's solution](#)

2237.

1129A1

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

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

[Farhod's solution](#)

2238.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Farhod's solution](#)

2239.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Farhod's solution](#)

2240.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[Farhod's solution](#)

2241.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

2242.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2243.

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

[Farhod's solution](#)

2244.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Farhod's solution](#)

2245.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Farhod's solution](#)

2246.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-30 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Farhod's solution](#)

2247.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Farhod's solution](#)

2248.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

2249.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

2250.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2251.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Farhod's solution](#)

2252.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

2253.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Farhod's solution](#)

2254.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

2255.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Farhod's solution](#)

2256.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Farhod's solution](#)

2257.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

2258.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Farhod's solution](#)

2259.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2260.

966B

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

Rating: 1700 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Farhod's solution](#)

2261.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Farhod's solution](#)

2262.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

2263.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

2264.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

2265.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-03-06 · last AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Farhod's solution](#)

2266.

929C

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

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[Farhod's solution](#)

2267.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Farhod's solution](#)

2268.

917B

[MADMAX](#) · [Tutorial](#)

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

[Farhod's solution](#)

2269.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[Farhod's solution](#)

2270.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Farhod's solution](#)

2271.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

2272.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

2273.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[Farhod's solution](#)

2274.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

2275.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2276.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Farhod's solution](#)

2277.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Farhod's solution](#)

2278.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Farhod's solution](#)

2279.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[Farhod's solution](#)

2280.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Farhod's solution](#)

2281.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[Farhod's solution](#)

2282.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Farhod's solution](#)

2283.

759A

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

Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Farhod's solution](#)

2284.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Farhod's solution](#)

2285.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Farhod's solution](#)

2286.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2287.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-05-03 · last AC: 2016-11-22 · GNU C++ (first AC) · Tags: games, greedy, implementation, math

[Farhod's solution](#)

2288.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-05-02 · last AC: 2016-11-21 · GNU C++ (first AC) · Tags: dp, greedy

[Farhod's solution](#)

2289.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

2290.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Farhod's solution](#)

2291.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

2292.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Farhod's solution](#)

2293.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2015-09-05 · last AC: 2016-10-27 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2294.

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Farhod's solution](#)

2295.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Farhod's solution](#)

2296.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2015-09-03 · last AC: 2016-10-14 · GNU C++ (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2297.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[Farhod's solution](#)

2298.

719C

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

Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Farhod's solution](#)

2299.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[Farhod's solution](#)

2300.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Farhod's solution](#)

2301.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

2302.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Farhod's solution](#)

2303.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-14 · last AC: 2016-07-18 · GNU C++11 (first AC) · Tags: math, number theory

[Farhod's solution](#)

2304.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-14 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Farhod's solution](#)

2305.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Farhod's solution](#)

2306.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

2307.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Farhod's solution](#)

2308.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Farhod's solution](#)

2309.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

2310.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2311.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

2312.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

2313.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2314.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: greedy, strings

[Farhod's solution](#)

2315.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[Farhod's solution](#)

2316.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2317.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[Farhod's solution](#)

2318.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++ (first AC) · Tags: data structures, sortings

[Farhod's solution](#)

2319.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: sortings, strings

[Farhod's solution](#)

2320.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2321.

635D

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

2322.

630I

[Parking Lot](#) · [Tutorial](#)

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

[Farhod's solution](#)

2323.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2324.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2325.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: dp, greedy

[Farhod's solution](#)

2326.

622C

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

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

[Farhod's solution](#)

2327.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: dp, sortings

[Farhod's solution](#)

2328.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Farhod's solution](#)

2329.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Farhod's solution](#)

2330.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

2331.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: data structures, trees

[Farhod's solution](#)

2332.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: graphs

[Farhod's solution](#)

2333.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs

[Farhod's solution](#)

2334.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2015-12-07 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2335.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[Farhod's solution](#)

2336.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2337.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2015-11-06 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Farhod's solution](#)

2338.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2339.

586D

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

Rating: 1700 · first AC: 2015-10-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Farhod's solution](#)

2340.

584C

[Marina and Vasya](#) · [Tutorial](#)

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

[Farhod's solution](#)

2341.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-05 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

2342.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[Farhod's solution](#)

2343.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-21 · GNU C++ (first AC) · Tags: brute force, greedy, math

[Farhod's solution](#)

2344.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

2345.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Farhod's solution](#)

2346.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Farhod's solution](#)

2347.

560D

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

Rating: 1700 · first AC: 2015-07-23 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[Farhod's solution](#)

2348.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[Farhod's solution](#)

2349.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2015-05-10 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[Farhod's solution](#)

2350.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2015-05-06 · GNU C++ (first AC) · Tags: dfs and similar, greedy

[Farhod's solution](#)

2351.

489D

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

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[Farhod's solution](#)

2352.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2353.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: implementation, math, trees

[Farhod's solution](#)

2354.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[Farhod's solution](#)

2355.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-29 · Picat (first AC) · Tags: *special

[Farhod's solution](#)

2356.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2015-02-25 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[Farhod's solution](#)

2357.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2358.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-17 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Farhod's solution](#)

2359.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

2360.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-12-10 · GNU C++ (first AC) · Tags: implementation, sortings

[Farhod's solution](#)

2361.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Farhod's solution](#)

2362.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

2363.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Farhod's solution](#)

2364.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Farhod's solution](#)

2365.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Farhod's solution](#)

2366.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Farhod's solution](#)

2367.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Farhod's solution](#)

2368.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Farhod's solution](#)

2369.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Farhod's solution](#)

2370.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

2371.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Farhod's solution](#)

2372.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Farhod's solution](#)

2373.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

2374.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

2375.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Farhod's solution](#)

2376.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Farhod's solution](#)

2377.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Farhod's solution](#)

2378.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Farhod's solution](#)

2379.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Farhod's solution](#)

2380.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Farhod's solution](#)

2381.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Farhod's solution](#)

2382.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

2383.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

2384.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Farhod's solution](#)

2385.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

2386.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Farhod's solution](#)

2387.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Farhod's solution](#)

2388.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Farhod's solution](#)

2389.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Farhod's solution](#)

2390.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Farhod's solution](#)

2391.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[Farhod's solution](#)

2392.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Farhod's solution](#)

2393.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Farhod's solution](#)

2394.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2395.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Farhod's solution](#)

2396.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Farhod's solution](#)

2397.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Farhod's solution](#)

2398.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Farhod's solution](#)

2399.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[Farhod's solution](#)

2400.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Farhod's solution](#)

2401.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

2402.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Farhod's solution](#)

2403.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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2404.

1450D

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Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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2405.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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2406.

1441A

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Rating: 1800 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Farhod's solution](#)

2407.

1437C

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2408.

1398D

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Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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2409.

1394A

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

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2410.

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Farhod's solution](#)

2411.

1381B

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

[Farhod's solution](#)

2412.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Farhod's solution](#)

2413.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Farhod's solution](#)

2414.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Farhod's solution](#)

2415.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

2416.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Farhod's solution](#)

2417.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Farhod's solution](#)

2418.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Farhod's solution](#)

2419.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Farhod's solution](#)

2420.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 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

[Farhod's solution](#)

2421.

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

[Farhod's solution](#)

2422.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

2423.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Farhod's solution](#)

2424.

1254B1

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

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

[Farhod's solution](#)

2425.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

2426.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games

[Farhod's solution](#)

2427.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Farhod's solution](#)

2428.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2429.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · last AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Farhod's solution](#)

2430.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2431.

1148D

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

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

[Farhod's solution](#)

2432.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Farhod's solution](#)

2433.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

2434.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Farhod's solution](#)

2435.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Farhod's solution](#)

2436.

1129A2

[Toy Train](#) · [Tutorial](#)

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

[Farhod's solution](#)

2437.

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

[Farhod's solution](#)

2438.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[Farhod's solution](#)

2439.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

2440.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

2441.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Farhod's solution](#)

2442.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Farhod's solution](#)

2443.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2444.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Farhod's solution](#)

2445.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Farhod's solution](#)

2446.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Farhod's solution](#)

2447.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

2448.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2449.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Farhod's solution](#)

2450.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Farhod's solution](#)

2451.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2452.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[Farhod's solution](#)

2453.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Farhod's solution](#)

2454.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

2455.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

2456.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

2457.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

2458.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2459.

963A

[Alternating Sum](#) · [Tutorial](#)

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

[Farhod's solution](#)

2460.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

2461.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Farhod's solution](#)

2462.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2463.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2464.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

2465.

917A

[The Monster](#) · [Tutorial](#)

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

[Farhod's solution](#)

2466.

913D

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

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

[Farhod's solution](#)

2467.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Farhod's solution](#)

2468.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Farhod's solution](#)

2469.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Farhod's solution](#)

2470.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Farhod's solution](#)

2471.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Farhod's solution](#)

2472.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Farhod's solution](#)

2473.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Farhod's solution](#)

2474.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Farhod's solution](#)

2475.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

2476.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

2477.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Farhod's solution](#)

2478.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

2479.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[Farhod's solution](#)

2480.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Farhod's solution](#)

2481.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Farhod's solution](#)

2482.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Farhod's solution](#)

2483.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Farhod's solution](#)

2484.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

2485.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2015-11-07 · last AC: 2016-12-02 · GNU C++ (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2486.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-05-03 · last AC: 2016-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Farhod's solution](#)

2487.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Farhod's solution](#)

2488.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Farhod's solution](#)

2489.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Farhod's solution](#)

2490.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

2491.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

2492.

727D

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

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[Farhod's solution](#)

2493.

421C

[Online Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Farhod's solution](#)

2494.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Farhod's solution](#)

2495.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Farhod's solution](#)

2496.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[Farhod's solution](#)

2497.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[Farhod's solution](#)

2498.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Farhod's solution](#)

2499.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[Farhod's solution](#)

2500.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths
[Farhod's solution](#)

2501.

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths
[Farhod's solution](#)

2502.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Farhod's solution](#)

2503.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[Farhod's solution](#)

2504.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Farhod's solution](#)

2505.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[Farhod's solution](#)

2506.

701E

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

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

[Farhod's solution](#)

2507.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Farhod's solution](#)

2508.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Farhod's solution](#)

2509.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[Farhod's solution](#)

2510.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: brute force, sortings

[Farhod's solution](#)

2511.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[Farhod's solution](#)

2512.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Farhod's solution](#)

2513.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Farhod's solution](#)

2514.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

[Farhod's solution](#)

2515.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: binary search, brute force

[Farhod's solution](#)

2516.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: data structures, sortings

[Farhod's solution](#)

2517.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: combinatorics, sortings, two pointers

[Farhod's solution](#)

2518.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2519.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, dp, graphs

[Farhod's solution](#)

2520.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: binary search, math, sortings

[Farhod's solution](#)

2521.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Farhod's solution](#)

2522.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: binary search, number theory

[Farhod's solution](#)

2523.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2016-02-06 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[Farhod's solution](#)

2524.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Farhod's solution](#)

2525.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-30 · last AC: 2015-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

2526.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-01 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

2527.

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2528.

586C

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

Rating: 1800 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

2529.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2015-10-07 · last AC: 2015-10-07 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

2530.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-28 · GNU C++ (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

2531.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Farhod's solution](#)

2532.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Farhod's solution](#)

2533.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2534.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-08 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2535.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Farhod's solution](#)

2536.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 1800 · first AC: 2015-02-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2537.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2015-01-15 · last AC: 2015-01-15 · GNU C++ (first AC) · Tags: expression parsing, implementation

[Farhod's solution](#)

2538.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

2539.

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: greedy, math

[Farhod's solution](#)

2540.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++ (first AC) · Tags: greedy

[Farhod's solution](#)

2541.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Farhod's solution](#)

2542.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Farhod's solution](#)

2543.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Farhod's solution](#)

2544.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Farhod's solution](#)

2545.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Farhod's solution](#)

2546.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · last AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

2547.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Farhod's solution](#)

2548.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Farhod's solution](#)

2549.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Farhod's solution](#)

2550.

2029D

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Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Farhod's solution](#)

2551.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Farhod's solution](#)

2552.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Farhod's solution](#)

2553.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[Farhod's solution](#)

2554.

1955G

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Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Farhod's solution](#)

2555.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Farhod's solution](#)

2556.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Farhod's solution](#)

2557.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Farhod's solution](#)

2558.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Farhod's solution](#)

2559.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Farhod's solution](#)

2560.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Farhod's solution](#)

2561.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Farhod's solution](#)

2562.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Farhod's solution](#)

2563.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Farhod's solution](#)

2564.

1898D

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Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

2565.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Farhod's solution](#)

2566.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Farhod's solution](#)

2567.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Farhod's solution](#)

2568.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Farhod's solution](#)

2569.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

2570.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Farhod's solution](#)

2571.

1855C2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

2572.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Farhod's solution](#)

2573.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Farhod's solution](#)

2574.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Farhod's solution](#)

2575.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Farhod's solution](#)

2576.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2577.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Farhod's solution](#)

2578.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Farhod's solution](#)

2579.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Farhod's solution](#)

2580.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Farhod's solution](#)

2581.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Farhod's solution](#)

2582.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Farhod's solution](#)

2583.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Farhod's solution](#)

2584.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Farhod's solution](#)

2585.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Farhod's solution](#)

2586.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Farhod's solution](#)

2587.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

2588.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Farhod's solution](#)

2589.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

2590.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2591.

1470B

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

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

[Farhod's solution](#)

2592.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Farhod's solution](#)

2593.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Farhod's solution](#)

2594.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Farhod's solution](#)

2595.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Farhod's solution](#)

2596.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Farhod's solution](#)

2597.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Farhod's solution](#)

2598.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Farhod's solution](#)

2599.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Farhod's solution](#)

2600.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Farhod's solution](#)

2601.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

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2602.

1342D

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2603.

1305D

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1307D

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1285D

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2606.

1276B

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2608.

1242B

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2609.

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1237C2

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372B

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1184E1

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1183H

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1181C

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1172B

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1175D

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1174D

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2618.

1168B

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2619.

1161B

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2620.

1163C1

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2621.

1163C2

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2622.

1155D

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2623.

1153D

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2624.

1119E

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2625.

1141G

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2626.

1141F1

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2627.

1141F2

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2628.

1114D

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2629.

1105D

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1095E

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1081E

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2633.

757C

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1078A

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Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

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2637.

1076E

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2638.

1074B

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2639.

1043E

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2640.

1067A

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2641.

1071B

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2642.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

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2643.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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2644.

1036C

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2645.

1029D

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2646.

1017D

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2647.

1012C

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2648.

1012B

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2649.

1000D

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2650.

319B

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2651.

999D

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993B

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981D

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2654.

982D

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2655.

965D

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2656.

835D

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2657.

961E

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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2658.

959E

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2659.

959D

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2660.

930C

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2661.

914D

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2662.

893D

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2663.

894C

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2664.

818E

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2665.

819B

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2666.

811C

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2667.

808D

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2668.

803D

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2669.

796C

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2670.

420C

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2671.

792D

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2672.

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2674.

121C

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2675.

739B

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2676.

524C

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367B

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2678.

368D

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2679.

731F

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2680.

421D

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2681.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
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2682.

722D

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2683.

404D

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2684.

389D

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Rating: 1900 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths
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2685.

490D

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Quality: 2,314 global accepts · Rating: 1900 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory
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2686.

104D

[Russian Roulette](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[Farhod's solution](#)

2687.

110D

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

Rating: 1900 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, probabilities
[Farhod's solution](#)

2688.

110E

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Rating: 1900 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees
[Farhod's solution](#)

2689.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, sortings
[Farhod's solution](#)

2690.

496D

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Quality: 3,200 global accepts · Rating: 1900 · first AC: 2016-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search
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2691.

717E

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2692.

137D

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2693.

711D

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2694.

691E

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2695.

687C

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[Farhod's solution](#)

2696.

688E

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

Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dp

[Farhod's solution](#)

2697.

685B

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2698.

682D

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Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

[Farhod's solution](#)

2699.

456D

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Rating: 1900 · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: dp, games, strings

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2700.

455B

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Quality: 6,849 global accepts · Rating: 1900 · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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2701.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2702.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: binary search, combinatorics, constructive

algorithms, greedy, implementation, math

[Farhod's solution](#)

2703.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2016-04-10 · GNU C++ (first AC) · Tags: dp, sortings

[Farhod's solution](#)

2704.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: divide and conquer, dp, greedy

[Farhod's solution](#)

2705.

660D

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

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++ (first AC) · Tags: geometry

[Farhod's solution](#)

2706.

357D

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

Rating: 1900 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: number theory

[Farhod's solution](#)

2707.

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

2708.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Farhod's solution](#)

2709.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2016-03-17 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

[Farhod's solution](#)

2710.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2016-03-12 · last AC: 2016-03-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Farhod's solution](#)

2711.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2016-03-12 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

2712.

477B

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

Rating: 1900 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: math

[Farhod's solution](#)

2713.

651D

[Image Preview](#) · [Tutorial](#)

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

[Farhod's solution](#)

2714.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Farhod's solution](#)

2715.

630E

[A rectangle](#) · [Tutorial](#)

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

[Farhod's solution](#)

2716.

112D

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

Rating: 1900 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: implementation, number theory

[Farhod's solution](#)

2717.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[Farhod's solution](#)

2718.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

2719.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Farhod's solution](#)

2720.

622D

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

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

[Farhod's solution](#)

2721.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Farhod's solution](#)

2722.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: data structures, trees

[Farhod's solution](#)

2723.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Farhod's solution](#)

2724.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2725.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

2726.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math

[Farhod's solution](#)

2727.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: data structures, dp

[Farhod's solution](#)

2728.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2015-09-12 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Farhod's solution](#)

2729.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2015-09-07 · GNU C++ (first AC) · Tags: implementation, math

[Farhod's solution](#)

2730.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-17 · GNU C++ (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[Farhod's solution](#)

2731.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Farhod's solution](#)

2732.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2733.

547B

[Mike and Feet](#) · [Tutorial](#)

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

[Farhod's solution](#)

2734.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Farhod's solution](#)

2735.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Farhod's solution](#)

2736.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2015-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2737.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

2738.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Farhod's solution](#)

2739.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Farhod's solution](#)

2740.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Farhod's solution](#)

2741.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Farhod's solution](#)

2742.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Farhod's solution](#)

2743.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Farhod's solution](#)

2744.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Farhod's solution](#)

2745.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Farhod's solution](#)

2746.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Farhod's solution](#)

2747.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Farhod's solution](#)

2748.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Farhod's solution](#)

2749.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Farhod's solution](#)

2750.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Farhod's solution](#)

2751.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Farhod's solution](#)

2752.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Farhod's solution](#)

2753.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

2754.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Farhod's solution](#)

2755.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2756.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Farhod's solution](#)

2757.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Farhod's solution](#)

2758.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Farhod's solution](#)

2759.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Farhod's solution](#)

2760.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Farhod's solution](#)

2761.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Farhod's solution](#)

2762.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: ternary search

[Farhod's solution](#)

2763.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

2764.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Farhod's solution](#)

2765.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Farhod's solution](#)

2766.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Farhod's solution](#)

2767.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

2768.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Farhod's solution](#)

2769.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Farhod's solution](#)

2770.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Farhod's solution](#)

2771.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Farhod's solution](#)

2772.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Farhod's solution](#)

2773.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2774.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Farhod's solution](#)

2775.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Farhod's solution](#)

2776.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

2777.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

2778.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Farhod's solution](#)

2779.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Farhod's solution](#)

2780.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Farhod's solution](#)

2781.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Farhod's solution](#)

2782.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

2783.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Farhod's solution](#)

2784.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Farhod's solution](#)

2785.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Farhod's solution](#)

2786.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Farhod's solution](#)

2787.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Farhod's solution](#)

2788.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Farhod's solution](#)

2789.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Farhod's solution](#)

2790.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Farhod's solution](#)

2791.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Farhod's solution](#)

2792.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Farhod's solution](#)

2793.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2794.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2016-09-26 · last AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Farhod's solution](#)

2795.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Farhod's solution](#)

2796.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Farhod's solution](#)

2797.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Farhod's solution](#)

2798.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Farhod's solution](#)

2799.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Farhod's solution](#)

2800.

1183E

[Subsequences \(easy version\)](#) · [Tutorial](#)

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Farhod's solution](#)

2801.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

2802.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2803.

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

2804.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Farhod's solution](#)

2805.

1161C

[Thanos Nim](#) · [Tutorial](#)

Quality: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Farhod's solution](#)

2806.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Farhod's solution](#)

2807.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Farhod's solution](#)

2808.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Farhod's solution](#)

2809.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

2810.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

2811.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Farhod's solution](#)

2812.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Farhod's solution](#)

2813.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Farhod's solution](#)

2814.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Farhod's solution](#)

2815.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Farhod's solution](#)

2816.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

2817.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Farhod's solution](#)

2818.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Farhod's solution](#)

2819.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

2820.

1080D

[Ol'ya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Farhod's solution](#)

2821.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Farhod's solution](#)

2822.

1033D

[Divisors](#) · [Tutorial](#)

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

[Farhod's solution](#)

2823.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Farhod's solution](#)

2824.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

2825.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Farhod's solution](#)

2826.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Farhod's solution](#)

2827.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

2828.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Farhod's solution](#)

2829.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Farhod's solution](#)

2830.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2831.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Farhod's solution](#)

2832.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Farhod's solution](#)

2833.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Farhod's solution](#)

2834.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Farhod's solution](#)

2835.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2836.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Farhod's solution](#)

2837.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · last AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Farhod's solution](#)

2838.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Farhod's solution](#)

2839.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Farhod's solution](#)

2840.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Farhod's solution](#)

2841.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Farhod's solution](#)

2842.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Farhod's solution](#)

2843.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Farhod's solution](#)

2844.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

2845.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Farhod's solution](#)

2846.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Farhod's solution](#)

2847.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Farhod's solution](#)

2848.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

2849.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Farhod's solution](#)

2850.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[Farhod's solution](#)

2851.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Farhod's solution](#)

2852.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Farhod's solution](#)

2853.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation

[Farhod's solution](#)

2854.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Farhod's solution](#)

2855.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[Farhod's solution](#)

2856.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Farhod's solution](#)

2857.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2858.

766D

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

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Farhod's solution](#)

2859.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

2860.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[Farhod's solution](#)

2861.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

2862.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

2863.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Farhod's solution](#)

2864.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[Farhod's solution](#)

2865.

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, implementation

[Farhod's solution](#)

2866.

371E

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

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[Farhod's solution](#)

2867.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[Farhod's solution](#)

2868.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Farhod's solution](#)

2869.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Farhod's solution](#)

2870.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Farhod's solution](#)

2871.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

2872.

462D

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

Rating: 2000 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Farhod's solution](#)

2873.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Farhod's solution](#)

2874.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Farhod's solution](#)

2875.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Farhod's solution](#)

2876.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[Farhod's solution](#)

2877.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, shortest paths

[Farhod's solution](#)

2878.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Farhod's solution](#)

2879.

315E

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

Rating: 2000 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Farhod's solution](#)

2880.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

2881.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: data structures, implementation, strings

[Farhod's solution](#)

2882.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Farhod's solution](#)

2883.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Farhod's solution](#)

2884.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[Farhod's solution](#)

2885.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

2886.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

2887.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Farhod's solution](#)

2888.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Farhod's solution](#)

2889.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-30 · GNU C++ (first AC) · Tags: graphs, shortest paths

[Farhod's solution](#)

2890.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Farhod's solution](#)

2891.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

2892.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Farhod's solution](#)

2893.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[Farhod's solution](#)

2894.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2016-03-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

2895.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math

[Farhod's solution](#)

2896.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: dp, strings

[Farhod's solution](#)

2897.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: data structures, dp

[Farhod's solution](#)

2898.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

2899.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-02-07 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

2900.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: dp, greedy, strings, trees

[Farhod's solution](#)

2901.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-19 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Farhod's solution](#)

2902.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-26 · GNU C++ (first AC) · Tags: brute force, dp

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2903.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

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2904.

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

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2905.

540C

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Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · last AC: 2015-05-01 · GNU C++ (first AC) · Tags: dfs and similar

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2906.

514C

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Quality: 8,156 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

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2907.

526C

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Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: brute force, greedy, math

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2908.

412D

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2909.

466B

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2910.

2210D

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2911.

2210C2

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Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

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2912.

2150C

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Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

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2913.

2127E

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2914.

2061F1

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2915.

2038K

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2916.

2038B

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2917.

2037F

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2918.

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2919.

1942D

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2920.

1948E

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2922.

1930D2

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2923.

1913D

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2924.

1914G1

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2925.

1896E

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2926.

1886D

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2928.

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2929.

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2930.

1866G

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1392E

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1372D

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2963.

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2970.

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372C

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1184E2

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1146D

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2988.

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[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[Farhod's solution](#)

2997.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Farhod's solution](#)

2998.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

2999.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

3000.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Farhod's solution](#)

3001.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Farhod's solution](#)

3002.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[Farhod's solution](#)

3003.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

3004.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Farhod's solution](#)

3005.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Farhod's solution](#)

3006.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Farhod's solution](#)

3007.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

3008.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[Farhod's solution](#)

3009.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Farhod's solution](#)

3010.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[Farhod's solution](#)

3011.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings

[Farhod's solution](#)

3012.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Farhod's solution](#)

3013.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[Farhod's solution](#)

3014.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Farhod's solution](#)

3015.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Farhod's solution](#)

3016.

877D

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

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Farhod's solution](#)

3017.

876E

[National Property](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Farhod's solution](#)

3018.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Farhod's solution](#)

3019.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[Farhod's solution](#)

3020.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Farhod's solution](#)

3021.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

3022.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Farhod's solution](#)

3023.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Farhod's solution](#)

3024.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[Farhod's solution](#)

3025.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · last AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Farhod's solution](#)

3026.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Farhod's solution](#)

3027.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Farhod's solution](#)

3028.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Farhod's solution](#)

3029.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Farhod's solution](#)

3030.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Farhod's solution](#)

3031.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Farhod's solution](#)

3032.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Farhod's solution](#)

3033.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Farhod's solution](#)

3034.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Farhod's solution](#)

3035.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[Farhod's solution](#)

3036.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Farhod's solution](#)

3037.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3038.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Farhod's solution](#)

3039.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2016-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Farhod's solution](#)

3040.

284E

[Coin Troubles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[Farhod's solution](#)

3041.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

3042.

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Farhod's solution](#)

3043.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Farhod's solution](#)

3044.

104E

[Time to Raid Cowavans](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3045.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2016-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

3046.

287E

[Main Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3047.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3048.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Farhod's solution](#)

3049.

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-04-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Farhod's solution](#)

3050.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Farhod's solution](#)

3051.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2016-04-27 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Farhod's solution](#)

3052.

649E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Farhod's solution](#)

3053.

302D

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

Rating: 2100 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[Farhod's solution](#)

3054.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: binary search, graphs, shortest paths

[Farhod's solution](#)

3055.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-04 · GNU C++ (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Farhod's solution](#)

3056.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Farhod's solution](#)

3057.

112E

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

Rating: 2100 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

3058.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2016-02-13 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[Farhod's solution](#)

3059.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-02-12 · GNU C++ (first AC) · Tags: brute force, data structures, sortings

[Farhod's solution](#)

3060.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[Farhod's solution](#)

3061.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2015-12-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs,

trees

[Farhod's solution](#)

3062.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-15 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Farhod's solution](#)

3063.

577D

[Invariance of Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-14 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

3064.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-10 · GNU C++ (first AC) · Tags: binary search, math

[Farhod's solution](#)

3065.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Farhod's solution](#)

3066.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Farhod's solution](#)

3067.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Farhod's solution](#)

3068.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Farhod's solution](#)

3069.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Farhod's solution](#)

3070.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Farhod's solution](#)

3071.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Farhod's solution](#)

3072.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Farhod's solution](#)

3073.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Farhod's solution](#)

3074.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Farhod's solution](#)

3075.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Farhod's solution](#)

3076.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Farhod's solution](#)

3077.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Farhod's solution](#)

3078.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Farhod's solution](#)

3079.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Farhod's solution](#)

3080.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Farhod's solution](#)

3081.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Farhod's solution](#)

3082.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Farhod's solution](#)

3083.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Farhod's solution](#)

3084.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Farhod's solution](#)

3085.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Farhod's solution](#)

3086.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Farhod's solution](#)

3087.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Farhod's solution](#)

3088.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Farhod's solution](#)

3089.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Farhod's solution](#)

3090.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Farhod's solution](#)

3091.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Farhod's solution](#)

3092.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Farhod's solution](#)

3093.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3094.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3095.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3096.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Farhod's solution](#)

3097.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Farhod's solution](#)

3098.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Farhod's solution](#)

3099.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Farhod's solution](#)

3100.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Farhod's solution](#)

3101.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3102.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Farhod's solution](#)

3103.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Farhod's solution](#)

3104.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Farhod's solution](#)

3105.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Farhod's solution](#)

3106.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Farhod's solution](#)

3107.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Farhod's solution](#)

3108.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Farhod's solution](#)

3109.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Farhod's solution](#)

3110.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Farhod's solution](#)

3111.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Farhod's solution](#)

3112.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Farhod's solution](#)

3113.

1278E

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

Quality: 2,042 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

[Farhod's solution](#)

3114.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

3115.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Farhod's solution](#)

3116.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Farhod's solution](#)

3117.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

3118.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Farhod's solution](#)

3119.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Farhod's solution](#)

3120.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3121.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Farhod's solution](#)

3122.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Farhod's solution](#)

3123.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Farhod's solution](#)

3124.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

3125.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

3126.

1158B

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

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Farhod's solution](#)

3127.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Farhod's solution](#)

3128.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Farhod's solution](#)

3129.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Farhod's solution](#)

3130.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Farhod's solution](#)

3131.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[Farhod's solution](#)

3132.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Farhod's solution](#)

3133.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[Farhod's solution](#)

3134.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[Farhod's solution](#)

3135.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[Farhod's solution](#)

3136.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Farhod's solution](#)

3137.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Farhod's solution](#)

3138.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[Farhod's solution](#)

3139.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Farhod's solution](#)

3140.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Farhod's solution](#)

3141.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

3142.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Farhod's solution](#)

3143.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[Farhod's solution](#)

3144.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Farhod's solution](#)

3145.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Farhod's solution](#)

3146.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Farhod's solution](#)

3147.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Farhod's solution](#)

3148.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

3149.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Farhod's solution](#)

3150.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Farhod's solution](#)

3151.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

3152.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Farhod's solution](#)

3153.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Farhod's solution](#)

3154.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Farhod's solution](#)

3155.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Farhod's solution](#)

3156.

876F

[High Cry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures

[Farhod's solution](#)

3157.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Farhod's solution](#)

3158.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Farhod's solution](#)

3159.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Farhod's solution](#)

3160.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3161.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3162.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

3163.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Farhod's solution](#)

3164.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Farhod's solution](#)

3165.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3166.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Farhod's solution](#)

3167.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3168.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3169.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Farhod's solution](#)

3170.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Farhod's solution](#)

3171.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Farhod's solution](#)

3172.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Farhod's solution](#)

3173.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Farhod's solution](#)

3174.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Farhod's solution](#)

3175.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Farhod's solution](#)

3176.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Farhod's solution](#)

3177.

462E

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3178.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Farhod's solution](#)

3179.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[Farhod's solution](#)

3180.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Farhod's solution](#)

3181.

714D

[Searching Rectangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Farhod's solution](#)

3182.

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3183.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Farhod's solution](#)

3184.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Farhod's solution](#)

3185.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Farhod's solution](#)

3186.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

3187.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures

[Farhod's solution](#)

3188.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

3189.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

3190.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Farhod's solution](#)

3191.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: binary search, two pointers

[Farhod's solution](#)

3192.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Farhod's solution](#)

3193.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

3194.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

3195.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Farhod's solution](#)

3196.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Farhod's solution](#)

3197.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Farhod's solution](#)

3198.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Farhod's solution](#)

3199.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Farhod's solution](#)

3200.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Farhod's solution](#)

3201.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3202.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Farhod's solution](#)

3203.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Farhod's solution](#)

3204.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Farhod's solution](#)

3205.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Farhod's solution](#)

3206.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Farhod's solution](#)

3207.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Farhod's solution](#)

3208.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Farhod's solution](#)

3209.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Farhod's solution](#)

3210.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Farhod's solution](#)

3211.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3212.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Farhod's solution](#)

3213.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Farhod's solution](#)

3214.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Farhod's solution](#)

3215.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Farhod's solution](#)

3216.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Farhod's solution](#)

3217.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Farhod's solution](#)

3218.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[Farhod's solution](#)

3219.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Farhod's solution](#)

3220.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

3221.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Farhod's solution](#)

3222.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

implementation, sortings

[Farhod's solution](#)

3223.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Farhod's solution](#)

3224.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Farhod's solution](#)

3225.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Farhod's solution](#)

3226.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Farhod's solution](#)

3227.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Farhod's solution](#)

3228.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Farhod's solution](#)

3229.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Farhod's solution](#)

3230.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Farhod's solution](#)

3231.

1553F

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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Farhod's solution](#)

3232.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Farhod's solution](#)

3233.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Farhod's solution](#)

3234.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Farhod's solution](#)

3235.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Farhod's solution](#)

3236.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Farhod's solution](#)

3237.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Farhod's solution](#)

3238.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Farhod's solution](#)

3239.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Farhod's solution](#)

3240.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

3241.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Farhod's solution](#)

3242.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Farhod's solution](#)

3243.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[Farhod's solution](#)

3244.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[Farhod's solution](#)

3245.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Farhod's solution](#)

3246.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3247.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Farhod's solution](#)

3248.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Farhod's solution](#)

3249.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Farhod's solution](#)

3250.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Farhod's solution](#)

3251.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[Farhod's solution](#)

3252.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Farhod's solution](#)

3253.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Farhod's solution](#)

3254.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Farhod's solution](#)

3255.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Farhod's solution](#)

3256.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

3257.

1131E

[String Multiplication](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Farhod's solution](#)

3258.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Farhod's solution](#)

3259.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Farhod's solution](#)

3260.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Farhod's solution](#)

3261.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[Farhod's solution](#)

3262.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Farhod's solution](#)

3263.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Farhod's solution](#)

3264.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Farhod's solution](#)

3265.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Farhod's solution](#)

3266.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3267.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[Farhod's solution](#)

3268.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Farhod's solution](#)

3269.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Farhod's solution](#)

3270.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[Farhod's solution](#)

3271.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Farhod's solution](#)

3272.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · last AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Farhod's solution](#)

3273.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Farhod's solution](#)

3274.

430E

[Guess the Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar

[Farhod's solution](#)

3275.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

3276.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

3277.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3278.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Farhod's solution](#)

3279.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Farhod's solution](#)

3280.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Farhod's solution](#)

3281.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2016-02-09 · last AC: 2016-09-14 · GNU C++ (first AC) · Tags: data structures, math

[Farhod's solution](#)

3282.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Farhod's solution](#)

3283.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Farhod's solution](#)

3284.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3285.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Farhod's solution](#)

3286.

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: probabilities

[Farhod's solution](#)

3287.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: probabilities

[Farhod's solution](#)

3288.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: dp

[Farhod's solution](#)

3289.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Farhod's solution](#)

3290.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Farhod's solution](#)

3291.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2016-04-12 · GNU C++ (first AC) · Tags: binary search, graphs, greedy

[Farhod's solution](#)

3292.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2016-02-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

3293.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: games

[Farhod's solution](#)

3294.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-11-12 · GNU C++ (first AC) · Tags: games

[Farhod's solution](#)

3295.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2015-07-18 · GNU C++ (first AC) · Tags: data structures, sortings, strings

[Farhod's solution](#)

3296.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-18 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[Farhod's solution](#)

3297.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-09 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Farhod's solution](#)

3298.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Farhod's solution](#)

3299.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Farhod's solution](#)

3300.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Farhod's solution](#)

3301.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Farhod's solution](#)

3302.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3303.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Farhod's solution](#)

3304.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Farhod's solution](#)

3305.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Farhod's solution](#)

3306.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Farhod's solution](#)

3307.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Farhod's solution](#)

3308.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Farhod's solution](#)

3309.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Farhod's solution](#)

3310.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Farhod's solution](#)

3311.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Farhod's solution](#)

3312.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Farhod's solution](#)

3313.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Farhod's solution](#)

3314.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Farhod's solution](#)

3315.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3316.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Farhod's solution](#)

3317.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Farhod's solution](#)

3318.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Farhod's solution](#)

3319.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Farhod's solution](#)

3320.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Farhod's solution](#)

3321.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Farhod's solution](#)

3322.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Farhod's solution](#)

3323.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Farhod's solution](#)

3324.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Farhod's solution](#)

3325.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Farhod's solution](#)

3326.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[Farhod's solution](#)

3327.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[Farhod's solution](#)

3328.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[Farhod's solution](#)

3329.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[Farhod's solution](#)

3330.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[Farhod's solution](#)

3331.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[Farhod's solution](#)

3332.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[Farhod's solution](#)

3333.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[Farhod's solution](#)

3334.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[Farhod's solution](#)

3335.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Farhod's solution](#)

3336.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Farhod's solution](#)

3337.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Farhod's solution](#)

3338.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Farhod's solution](#)

3339.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Farhod's solution](#)

3340.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

3341.

1441B

[Graph Transpositions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Farhod's solution](#)

3342.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Farhod's solution](#)

3343.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Farhod's solution](#)

3344.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Farhod's solution](#)

3345.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Farhod's solution](#)

3346.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Farhod's solution](#)

3347.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Farhod's solution](#)

3348.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Farhod's solution](#)

3349.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Farhod's solution](#)

3350.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Farhod's solution](#)

3351.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Farhod's solution](#)

3352.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Farhod's solution](#)

3353.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

3354.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Farhod's solution](#)

3355.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[Farhod's solution](#)

3356.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Farhod's solution](#)

3357.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Farhod's solution](#)

3358.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Farhod's solution](#)

3359.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Farhod's solution](#)

3360.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[Farhod's solution](#)

3361.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Farhod's solution](#)

3362.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Farhod's solution](#)

3363.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Farhod's solution](#)

3364.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Farhod's solution](#)

3365.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, data structures, graphs, math

[Farhod's solution](#)

3366.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[Farhod's solution](#)

3367.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Farhod's solution](#)

3368.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Farhod's solution](#)

3369.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Farhod's solution](#)

3370.

1132G

[Greedy Subsequences](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Farhod's solution](#)

3371.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Farhod's solution](#)

3372.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Farhod's solution](#)

3373.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

3374.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Farhod's solution](#)

3375.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Farhod's solution](#)

3376.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

3377.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3378.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · last AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Farhod's solution](#)

3379.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Farhod's solution](#)

3380.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Farhod's solution](#)

3381.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Farhod's solution](#)

3382.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Farhod's solution](#)

3383.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Farhod's solution](#)

3384.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Farhod's solution](#)

3385.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Farhod's solution](#)

3386.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Farhod's solution](#)

3387.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Farhod's solution](#)

3388.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3389.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Farhod's solution](#)

3390.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Farhod's solution](#)

3391.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Farhod's solution](#)

3392.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Farhod's solution](#)

3393.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2017-12-06 · last AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Farhod's solution](#)

3394.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Farhod's solution](#)

3395.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Farhod's solution](#)

3396.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

3397.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Farhod's solution](#)

3398.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Farhod's solution](#)

3399.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Farhod's solution](#)

3400.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Farhod's solution](#)

3401.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Farhod's solution](#)

3402.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3403.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3404.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2016-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Farhod's solution](#)

3405.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Farhod's solution](#)

3406.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[Farhod's solution](#)

3407.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Farhod's solution](#)

3408.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

3409.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2016-09-25 · last AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Farhod's solution](#)

3410.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Farhod's solution](#)

3411.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures

[Farhod's solution](#)

3412.

680E

[Bear and Square Grid](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

3413.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Farhod's solution](#)

3414.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Farhod's solution](#)

3415.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Farhod's solution](#)

3416.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

3417.

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

3418.

658E

[Bear and Contribution](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: two pointers

[Farhod's solution](#)

3419.

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-29 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, two pointers

[Farhod's solution](#)

3420.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-04 · GNU C++ (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Farhod's solution](#)

3421.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Farhod's solution](#)

3422.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-15 · GNU C++ (first AC) · Tags: number theory

[Farhod's solution](#)

3423.

586E

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-13 · GNU C++ (first AC) · Tags: number theory

[Farhod's solution](#)

3424.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Farhod's solution](#)

3425.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Farhod's solution](#)

3426.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Farhod's solution](#)

3427.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Farhod's solution](#)

3428.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

divide and conquer, dp, implementation, math, trees

[Farhod's solution](#)

3429.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Farhod's solution](#)

3430.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Farhod's solution](#)

3431.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Farhod's solution](#)

3432.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Farhod's solution](#)

3433.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Farhod's solution](#)

3434.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3435.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Farhod's solution](#)

3436.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Farhod's solution](#)

3437.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Farhod's solution](#)

3438.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Farhod's solution](#)

3439.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Farhod's solution](#)

3440.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Farhod's solution](#)

3441.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Farhod's solution](#)

3442.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Farhod's solution](#)

3443.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Farhod's solution](#)

3444.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Farhod's solution](#)

3445.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Farhod's solution](#)

3446.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Farhod's solution](#)

3447.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Farhod's solution](#)

3448.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Farhod's solution](#)

3449.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Farhod's solution](#)

3450.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Farhod's solution](#)

3451.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Farhod's solution](#)

3452.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

3453.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Farhod's solution](#)

3454.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Farhod's solution](#)

3455.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Farhod's solution](#)

3456.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Farhod's solution](#)

3457.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Farhod's solution](#)

3458.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Farhod's solution](#)

3459.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Farhod's solution](#)

3460.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Farhod's solution](#)

3461.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Farhod's solution](#)

3462.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Farhod's solution](#)

3463.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Farhod's solution](#)

3464.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[Farhod's solution](#)

3465.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Farhod's solution](#)

3466.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Farhod's solution](#)

3467.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Farhod's solution](#)

3468.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Farhod's solution](#)

3469.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-16 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[Farhod's solution](#)

3470.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Farhod's solution](#)

3471.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Farhod's solution](#)

3472.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

3473.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Farhod's solution](#)

3474.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Farhod's solution](#)

3475.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Farhod's solution](#)

3476.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

3477.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Farhod's solution](#)

3478.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Farhod's solution](#)

3479.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Farhod's solution](#)

3480.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3481.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Farhod's solution](#)

3482.

868F

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[Farhod's solution](#)

3483.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3484.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Farhod's solution](#)

3485.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-05-04 · last AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Farhod's solution](#)

3486.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Farhod's solution](#)

3487.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

3488.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Farhod's solution](#)

3489.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Farhod's solution](#)

3490.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Farhod's solution](#)

3491.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[Farhod's solution](#)

3492.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · last AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3493.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Farhod's solution](#)

3494.

444D

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2016-05-04 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[Farhod's solution](#)

3495.

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

3496.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2016-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Farhod's solution](#)

3497.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-13 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Farhod's solution](#)

3498.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-20 · GNU C++ (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3499.

2129D

[Permutation Blackhole](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Farhod's solution](#)

3500.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Farhod's solution](#)

3501.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Farhod's solution](#)

3502.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Farhod's solution](#)

3503.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Farhod's solution](#)

3504.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Farhod's solution](#)

3505.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Farhod's solution](#)

3506.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Farhod's solution](#)

3507.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Farhod's solution](#)

3508.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Farhod's solution](#)

3509.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Farhod's solution](#)

3510.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Farhod's solution](#)

3511.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Farhod's solution](#)

3512.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Farhod's solution](#)

3513.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Farhod's solution](#)

3514.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Farhod's solution](#)

3515.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Farhod's solution](#)

3516.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Farhod's solution](#)

3517.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Farhod's solution](#)

3518.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Farhod's solution](#)

3519.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Farhod's solution](#)

3520.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Farhod's solution](#)

3521.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Farhod's solution](#)

3522.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Farhod's solution](#)

3523.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Farhod's solution](#)

3524.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Farhod's solution](#)

3525.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Farhod's solution](#)

3526.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Farhod's solution](#)

3527.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Farhod's solution](#)

3528.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Farhod's solution](#)

3529.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Farhod's solution](#)

3530.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Farhod's solution](#)

3531.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Farhod's solution](#)

3532.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Farhod's solution](#)

3533.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Farhod's solution](#)

3534.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3535.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

3536.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Farhod's solution](#)

3537.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Farhod's solution](#)

3538.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

3539.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Farhod's solution](#)

3540.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Farhod's solution](#)

3541.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Farhod's solution](#)

3542.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Farhod's solution](#)

3543.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Farhod's solution](#)

3544.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · last AC: 2018-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

3545.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Farhod's solution](#)

3546.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Farhod's solution](#)

3547.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Farhod's solution](#)

3548.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Farhod's solution](#)

3549.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp,

implementation

[Farhod's solution](#)

3550.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Farhod's solution](#)

3551.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Farhod's solution](#)

3552.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-03-04 · last AC: 2016-04-24 · GNU C++ (first AC) · Tags: data structures, dp, geometry

[Farhod's solution](#)

3553.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-22 · last AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[Farhod's solution](#)

3554.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Farhod's solution](#)

3555.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Farhod's solution](#)

3556.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Farhod's solution](#)

3557.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Farhod's solution](#)

3558.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Farhod's solution](#)

3559.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Farhod's solution](#)

3560.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Farhod's solution](#)

3561.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Farhod's solution](#)

3562.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Farhod's solution](#)

3563.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Farhod's solution](#)

3564.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Farhod's solution](#)

3565.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Farhod's solution](#)

3566.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Farhod's solution](#)

3567.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Farhod's solution](#)

3568.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Farhod's solution](#)

3569.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[Farhod's solution](#)

3570.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Farhod's solution](#)

3571.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[Farhod's solution](#)

3572.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Farhod's solution](#)

3573.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

3574.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Farhod's solution](#)

3575.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Farhod's solution](#)

3576.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Farhod's solution](#)

3577.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Farhod's solution](#)

3578.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[Farhod's solution](#)

3579.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Farhod's solution](#)

3580.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Farhod's solution](#)

3581.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Farhod's solution](#)

3582.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Farhod's solution](#)

3583.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Farhod's solution](#)

3584.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Farhod's solution](#)

3585.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2017-06-18 · last AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Farhod's solution](#)

3586.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3587.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Farhod's solution](#)

3588.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2016-04-27 · last AC: 2016-04-27 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

3589.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Farhod's solution](#)

3590.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar,

divide and conquer, dsu, graphs

[Farhod's solution](#)

3591.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3592.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Farhod's solution](#)

3593.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Farhod's solution](#)

3594.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Farhod's solution](#)

3595.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Farhod's solution](#)

3596.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Farhod's solution](#)

3597.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Farhod's solution](#)

3598.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Farhod's solution](#)

3599.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Farhod's solution](#)

3600.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Farhod's solution](#)

3601.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Farhod's solution](#)

3602.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Farhod's solution](#)

3603.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Farhod's solution](#)

3604.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[Farhod's solution](#)

3605.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Farhod's solution](#)

3606.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-16 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Farhod's solution](#)

3607.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[Farhod's solution](#)

3608.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Farhod's solution](#)

3609.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Farhod's solution](#)

3610.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[Farhod's solution](#)

3611.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Farhod's solution](#)

3612.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Farhod's solution](#)

3613.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Farhod's solution](#)

3614.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Farhod's solution](#)

3615.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Farhod's solution](#)

3616.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Farhod's solution](#)

3617.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Farhod's solution](#)

3618.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Farhod's solution](#)

3619.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Farhod's solution](#)

3620.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Farhod's solution](#)

3621.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Farhod's solution](#)

3622.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Farhod's solution](#)

3623.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[Farhod's solution](#)

3624.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[Farhod's solution](#)

3625.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[Farhod's solution](#)

3626.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Farhod's solution](#)

3627.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

3628.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

3629.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Farhod's solution](#)

3630.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Farhod's solution](#)

3631.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[Farhod's solution](#)

3632.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[Farhod's solution](#)

3633.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3634.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Farhod's solution](#)

3635.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2016-04-28 · last AC: 2016-04-28 · GNU C++ (first AC) · Tags: data structures

[Farhod's solution](#)

3636.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Farhod's solution](#)

3637.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Farhod's solution](#)

3638.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Farhod's solution](#)

3639.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Farhod's solution](#)

3640.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Farhod's solution](#)

3641.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Farhod's solution](#)

3642.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Farhod's solution](#)

3643.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Farhod's solution](#)

3644.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Farhod's solution](#)

3645.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Farhod's solution](#)

3646.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3647.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Farhod's solution](#)

3648.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Farhod's solution](#)

3649.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Farhod's solution](#)

3650.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Farhod's solution](#)

3651.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Farhod's solution](#)

3652.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Farhod's solution](#)

3653.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Farhod's solution](#)

3654.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Farhod's solution](#)

3655.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Farhod's solution](#)

3656.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Farhod's solution](#)

3657.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[Farhod's solution](#)

3658.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Farhod's solution](#)

3659.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Farhod's solution](#)

3660.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees

[Farhod's solution](#)

3661.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[Farhod's solution](#)

3662.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Farhod's solution](#)

3663.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Farhod's solution](#)

3664.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Farhod's solution](#)

3665.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Farhod's solution](#)

3666.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[Farhod's solution](#)

3667.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Farhod's solution](#)

3668.

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Farhod's solution](#)

3669.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[Farhod's solution](#)

3670.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices

[Farhod's solution](#)

3671.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Farhod's solution](#)

3672.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: games, interactive

[Farhod's solution](#)

3673.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Farhod's solution](#)

3674.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Farhod's solution](#)

3675.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Farhod's solution](#)

3676.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Farhod's solution](#)

3677.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Farhod's solution](#)

3678.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Farhod's solution](#)

3679.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Farhod's solution](#)

3680.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Farhod's solution](#)

3681.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Farhod's solution](#)

3682.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[Farhod's solution](#)

3683.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Farhod's solution](#)

3684.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Farhod's solution](#)

3685.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Farhod's solution](#)

3686.

104066H

[AÄB00A\\$@D² 8 C´NCD8](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3687.

104066G

[B480D6C](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3688.

104066D

[B-0D0Cä;C 0D A BD@C =C÷5CÔHD\\$5C”=Cä<](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3689.

104066E

[B-00Ä0Dò AD\\$@C HCÔ0Dò 8D BCä@C,,O](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3690.

104066C

[AD00\\$0C”BCR @C 7CD5C´8CÄADò](#)

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3691.

104066A

[B B D D D](#),,=D´5 Dt8D ;C

Rating: — · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3692.

103360E

[A 5072D´5 CD@Cä8CDK](#)

Rating: — · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Farhod's solution](#)

3693.

104872C

[Driving License Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3694.

104872J

[Streets of Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3695.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3696.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3697.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3698.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3699.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3700.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3701.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3702.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3703.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3704.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3705.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3706.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Farhod's solution](#)

3707.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Farhod's solution](#)

3708.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Farhod's solution](#)

3709.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Farhod's solution](#)

3710.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Farhod's solution](#)

3711.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Farhod's solution](#)

3712.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Farhod's solution](#)

3713.

1531E3

[B >D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Farhod's solution](#)

3714.

1531E2

[B >D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Farhod's solution](#)

3715.

1531E1

[B >D B C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Farhod's solution](#)

3716.

1531D

[B 5CD0C#B C i a @D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Farhod's solution](#)

3717.

1531C

[B 8CÄ=CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Farhod's solution](#)

3718.

1531B1

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Farhod's solution](#)

3719.

1531B2

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Farhod's solution](#)

3720.

1531A

[At8CÔ3OT@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Farhod's solution](#)

3721.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3722.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3723.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3724.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3725.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3726.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3727.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3728.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3729.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3730.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3731.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3732.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3733.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3734.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3735.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3736.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3737.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3738.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3739.

102832D

[Meaningless Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3740.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3741.

101572F

[Fractal Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3742.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3743.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3744.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3745.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3746.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3747.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3748.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3749.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3750.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3751.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3752.

102569C

[Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3753.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3754.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3755.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3756.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3757.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3758.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3759.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3760.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3761.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3762.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3763.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3764.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Farhod's solution](#)

3765.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Farhod's solution](#)

3766.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3767.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3768.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3769.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3770.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3771.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3772.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3773.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3774.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3775.

102367E

[XOR Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3776.

102367D

[Deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3777.

102367C

[Pawn's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3778.

102367B

[Favourite Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3779.

102367A

[Cake Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3780.

101173I

[Invisible Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3781.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3782.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3783.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3784.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3785.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3786.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3787.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3788.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3789.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3790.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · last AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3791.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3792.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3793.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3794.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3795.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3796.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3797.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3798.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3799.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3800.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3801.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3802.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3803.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3804.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3805.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3806.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3807.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3808.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Farhod's solution](#)

3809.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

3810.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3811.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3812.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3813.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3814.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3815.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3816.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3817.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3818.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3819.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3820.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3821.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3822.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3823.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3824.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3825.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3826.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3827.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3828.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3829.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3830.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3831.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3832.

102394I

[Interesting Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3833.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3834.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3835.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3836.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3837.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3838.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3839.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3840.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3841.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3842.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3843.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3844.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3845.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3846.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3847.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3848.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3849.

101619F

[A Good Deal](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-07 · last AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3850.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3851.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3852.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3853.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3854.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3855.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3856.

100252E

[B1B0T=C,,5](#)

Rating: — · first AC: 2017-01-05 · last AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3857.

1275F

[B,,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Farhod's solution](#)

3858.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Farhod's solution](#)

3859.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Farhod's solution](#)

3860.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Farhod's solution](#)

3861.

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Farhod's solution](#)

3862.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3863.

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3864.

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3865.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3866.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3867.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3868.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3869.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3870.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3871.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3872.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3873.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3874.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3875.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3876.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3877.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3878.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3879.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3880.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3881.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3882.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3883.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3884.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3885.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3886.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3887.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3888.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3889.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3890.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3891.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · last AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3892.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3893.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3894.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3895.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3896.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3897.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3898.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · last AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3899.

102253L

[Limited Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3900.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3901.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3902.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3903.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3904.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3905.

100188C

[B-00A0D0 ?D >D BC O Ct0CD0Dt0](#)

Rating: — · first AC: 2019-08-21 · last AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3906.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[Farhod's solution](#)

3907.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[Farhod's solution](#)

3908.

102202G

[Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3909.

102202C

[Voronoi Diagram Again](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3910.

102202E

[Water Knows the Answer](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3911.

102202F

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3912.

102202D

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3913.

102202B

[Gosu](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3914.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3915.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3916.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3917.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3918.

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3919.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3920.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3921.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3922.

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3923.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3924.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3925.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3926.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3927.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3928.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3929.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3930.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3931.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3932.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3933.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3934.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3935.

102191K

[Cactus Portal](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3936.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3937.

102191H

[Convex Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3938.

102191I

[Project Presentation](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3939.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3940.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3941.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3942.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3943.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3944.

101191J

[Soldier's life](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3945.

101191H

[Spells](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3946.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3947.

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3948.

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3949.

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3950.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3951.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3952.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3953.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3954.

102163A

[Hasan the lazy judge](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3955.

102163E

[Adnan and the Burned drivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3956.

102163B

[Let me sleep](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3957.

102163H

[Mr. Hamra and his quantum particles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3958.

102163C

[Hasan and his lazy students](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3959.

102163K

[Masaoud LOVES PIZZAS](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3960.

102163F

[Research projects](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3961.

102163L

[Chemistry Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3962.

102163M

[NCD Salary](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3963.

102163D

[Football Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3964.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Farhod's solution](#)

3965.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3966.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3967.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3968.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3969.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3970.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

3971.

102152A

[On the Road to Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3972.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3973.

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3974.

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3975.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3976.

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3977.

102152F

[camelCase](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3978.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3979.

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3980.

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3981.

102152L

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3982.

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3983.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3984.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3985.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3986.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3987.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

3988.

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3989.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3990.

102035F

[Who has a better strategy ?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3991.

102035C

[Apple Shops](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3992.

102035G

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3993.

102035L

[Scientist Ayoub \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3994.

102035H

[Zuhair and the Dag](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3995.

102035I

[Abu Tahun Mod problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3996.

102035J

[Negative effect](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3997.

102035B

[Mahmoud the Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3998.

102035E

[New Max](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

3999.

102035M

[Ahmad Jaber Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4000.

102035K

[Scientest Ayoub \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4001.

102035D

[Coach Ayoub](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4002.

102035A

[N integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4003.

102024E

[A70048D5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4004.

102024I

[B-8000ES>C´HCT1CÔKDR 7C :C´8CÔ0CÔ8C•](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4005.

102024F

[AS\\$C1HCT1CÔ0Dò HC ED\\$0](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4006.

102024H

[A=0040Cä9 D\\$2C @C, Ò ?Cä ?C @CP](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4007.

102024A

[AÔLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4008.

102024G

[B47D00Ed=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4009.

102024D

[AÖNDTäC, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4010.

102024C

[AD>C@D'E D =Că2](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4011.

102024J

[AÔNDI;C€](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4012.

102022F

[A15008D\\$LC 0](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4013.

102022E

[A>F00DCTBC 2 C'0C 8D 8CÔBCP](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4014.

102022H

[AôDizC'8](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4015.

102022J

[Aô@Q7GD=C,,GCÔKCR 2D'GC,,AC'5CÔ8Dò ?Câ AC EC @CÔ>CĂC CĂ>CDCC'N](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4016.

102022D

[B4=C,GD\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4017.

102022B

[A 8D\\$>C\\$KC' 0C\\$BCă<C B](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4018.

102022A

[B 000DB 8 C @C,,DCĂ5D\\$8C=0](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4019.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4020.

101945H

[Aô;C=ID,,?C,,>CÔAC= C' ACTBC€](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4021.

101945J

[B 201BD :C,,9 Cô@C,,5CÀ](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4022.

101945C

[B 0005D 0C45CÔBD :Că5 C ;Dă4Cà](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4023.

101945I

[AÄ8005D](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4024.

101945G

[B 5D05C @Dô=C O Dd5Cô>Dt:C](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4025.

101945F

[AÄ0C0A C\\$KC' 7C <Că:](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4026.

101945E

[A,3D0iC" 4Cd5CÔ3D0](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4027.

101945B

[B 6C0C0,5 C,,7Că1D 0Cd5CÔ8Dă](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4028.

101945D

[B 5000@CTBCÔKC' :Că4](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4029.

101945A

[A\\$K00BD 5C² 2 C4>C'>C\\$C](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4030.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4031.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4032.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4033.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4034.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4035.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4036.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4037.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4038.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4039.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4040.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4041.

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4042.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · last AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4043.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4044.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4045.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4046.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4047.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4048.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4049.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4050.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4051.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4052.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4053.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4054.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4055.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4056.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4057.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4058.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4059.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4060.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4061.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4062.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4063.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4064.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4065.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4066.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4067.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4068.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4069.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4070.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4071.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4072.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4073.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4074.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4075.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4076.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4077.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4078.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4079.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4080.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4081.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-16 · last AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4082.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4083.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4084.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4085.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4086.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4087.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4088.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4089.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4090.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4091.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · last AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4092.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4093.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4094.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4095.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4096.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4097.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4098.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4099.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4100.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4101.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4102.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4103.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4104.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4105.

101972B

[Updating the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4106.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4107.

101972H

[Beautiful Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4108.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4109.

101972A

[Multiplication Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4110.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4111.

101967J

[A0P0C\\$0D0 ?D >C4CC':C CÄ0C'LD\\$5C€](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4112.

101967C

[A=0C0P0D >C,,3D 0D\\$L C= >CÖBCTAD](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4113.

101967D

[Ad50C50t=D'5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4114.

101967G

[A48C0C0,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4115.

101967H

[B 50C0@CTBCÖKC' HC,,DD](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4116.

101967E

[B 70C06ÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4117.

101967L

[B 70C0DÄ:Câ BCTAD\\$>C](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4118.

101967A

[AS0C0C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4119.

101968I

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4120.

101968G

[TeddyBearsDay](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4121.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4122.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4123.

101968A

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4124.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4125.

101950G

[B\\$00r1aD BC\\$5CÔ=D´9 D 8D\\$CC ;](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4126.

101950H

[A0x01a0C AC=0](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4127.

101950B

[A\\$5018C=8C´ 1Cä9](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4128.

101950D

[A=0D46Cä: D BD 5C´LC K](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4129.

101950J

[A„3D01a" AD\\$@Cä:Ce](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4130.

101950A

[B BC0a0„: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4131.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4132.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4133.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4134.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4135.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4136.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4137.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4138.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4139.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4140.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4141.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4142.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4143.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4144.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4145.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4146.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · last AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4147.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4148.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4149.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4150.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4151.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4152.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4153.

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4154.

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4155.

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4156.

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4157.

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4158.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4159.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4160.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4161.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4162.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4163.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Farhod's solution](#)

4164.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · last AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4165.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4166.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4167.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4168.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4169.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4170.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4171.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Farhod's solution](#)

4172.

101879F

[Optimizing Transportation in Portugal](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · last AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4173.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4174.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4175.

101879D

[Maximizing Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4176.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4177.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4178.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4179.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4180.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4181.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4182.

101411B

["Bulls and Cows"](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4183.

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4184.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4185.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4186.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4187.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4188.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4189.

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4190.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4191.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4192.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4193.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4194.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4195.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4196.

101755E

[Substring Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4197.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4198.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4199.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4200.

101755A

[Restoring Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4201.

101619J

[B BC 10,,;DÄ=CäAD\\$ L D\\$@C =Ct0C¬FC,,9](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4202.

101619C

[A NOD6CTB](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4203.

101619H

[A,ED\\$5D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4204.

101619G

[B,100A](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4205.

101619I

[A 500¬600D =D´9 C00D >C´L](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4206.

101619E

[Aô@CâA C,,:CÔ>C\\$5CÔ8CR 2 D 5C´8C¬2C @C,,9](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4207.

101619K

[AS0C4¬C ÔK AS>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4208.

101619A

[B 00A6´5CD>C\\$0CÔ8CR CC 8C”AD\\$2C](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4209.

100549D

[A,3D 0](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4210.

100266G

[AaAOT=CÔ8C' ?C @C](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4211.

100266I

[AÔ5Câ1D´GCÔKC' MC=ACô>CÔ0D](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4212.

100266J

[B 006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4213.

100266E

[B 0040T;CT=C,,5 C= >D >C´5C\\$AD\\$2C](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4214.

100266D

[A 5Ct=DÀ](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4215.

100266C

[ASTC=CÂ HC,,DD 0](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4216.

100266A

[A 0CÔa](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4217.

100266F

[A 0040C>Dt=Câ5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4218.

100266B

[B B02C=0](#)

Rating: — · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4219.

100850F

[BTOCraCd0D\\$8Dđ](#)

Rating: — · first AC: 2016-10-05 · last AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4220.

100850A

[A·3D>6Ô>CÂÔ;Dă1C„BCT;DÀ](#)

Rating: — · first AC: 2016-10-05 · last AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4221.

101136C

[AD@C12CÔ5CR 7C :C´8CÔ0CÔ8CP](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4222.

101136G

[A4D01aCS>C´>CÄ:C](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4223.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4224.

101136B

[A5CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4225.

101136F

[AôUD06D>C=A D 4D >C OCÄ8](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4226.

101136K

[BS0CÔ0;CÄODt8 C, ´8D :C´NDt0DäICT5 C„;C°](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4227.

101136I

[Aä?CT0G FC„O «Aô5D 5D BC =Cä2C¬0»](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4228.

101136J

[BS0D4ACÔ>D BC, ?CT@CT?C„AC¬8](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4229.

101136H

[«A¬BCäUECäGCTB D BC BDÂ <C„;C´8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4230.

101136D

[B0A0a0C`0D\\$>D](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4231.

101136A

[A>000a|,>C':D CC4;D'9 D BCä;](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4232.

101187F

[A0000B>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4233.

101187D

[IQ D\\$500BaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4234.

101187C

[A4>D=0D'5 C'KCd8](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4235.

101187B

[A 20\\$äC CD](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4236.

101187I

[AäD0äGCÖKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4237.

101187K

[«A,,AC0,DäG ND"5CR 8C'8» CÖ0CÖ>D 8D" >D\\$2CTBCÖKC' CCD0D](#)

Rating: — · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4238.

101187A

[A1x00D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2017-11-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4239.

100099B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4240.

100099A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4241.

101551C

[Aô@CăBôäiCă; <<B CCD=Că3Că 4CÔO>>](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4242.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4243.

101551D

[Aô;CăEC O CĂ=Că3Că7C 4C GCÔ>D BDÀ](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4244.

101551E

[B 00110,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4245.

101551G

[Aô;CăTD C,,=C4ACĂ0CÔ>C](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4246.

101551A

[Aô;Că0D4=D\\$K](#)

Rating: — · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4247.

101609B

[A,,Eô\\$ô 5D =C O DÔ:D :D4@D 8Dă](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4248.

101587F

[A 5011000D =Că5 CăCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4249.

101587G

[AĂDôBC, 8 Că>CD?CăAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4250.

101587I

[Aô;DôBC ;DĂ=C O CăCD,,:C](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4251.

101587E

[Aô;Dô;C´QC](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4252.

101587B

[A7001aD ?C 7Cä@Cö](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4253.

101587D

[A700\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4254.

101587C

[A700DB0, 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4255.

101587A

[A7000jC€](#)

Rating: — · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4256.

101580I

[A7001K0C`0C`LCÔKCR :C`0D AC,,:C€](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4257.

101580H

[B\\$5CÄACT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4258.

101580G

[B 0D?D 5CD5C`5CÔ8CR @C 1CäB](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4259.

101580F

[B 7Dd8C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4260.

101580E

[A\\$D0TäCÔKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4261.

101580D

[A05D5C CD0D0 CD0CÔ=D`E](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4262.

101580C

[B\\$5D0Cä2D`5 Cö>C`5D\\$K](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4263.

101580B

[AND C@C BC,,O](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4264.

101580A

[berPhone](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4265.

100088A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4266.

101355B

[Least Common Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4267.

101355A

[Very Important Persons](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4268.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4269.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4270.

101353F

[Halum and Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4271.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4272.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4273.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4274.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4275.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4276.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4277.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4278.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4279.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4280.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4281.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4282.

100093F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4283.

100093E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4284.

100093D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4285.

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4286.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4287.

100093A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4288.

101336D

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4289.

101336A

[Martian Volleyball](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4290.

101336B

[Painting the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4291.

100290G

[B7CjACä:](#)

Rating: — · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4292.

100290C

[A,ADS>D8Dö](#)

Rating: — · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4293.

100290A

[BT507b](#)

Rating: — · first AC: 2017-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4294.

100006A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4295.

100006C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4296.

100006B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4297.

100006H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4298.

100245I

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4299.

100245A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4300.

100245J

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4301.

100245G

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4302.

100245C

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4303.

100245H

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4304.

100493A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4305.

100493H

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4306.

100493C

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4307.

100493G

[A,3D0l](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4308.

100493I

[A#00PAD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4309.

100493D

[A000a1C`5CÄ0](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4310.

100493E

[A#D1aC`8](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4311.

100493B

[A0D0TBC >C°](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4312.

100252G

[B->D5G\\$=Cä2C =C,,5 CÔ> CÔ@Cä3D 0CÄ<C,,@Cä2C =C,,N](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4313.

100252D

[A`CDH0,,5 CD@D47DÄ0 A 5C`;D°](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4314.

100252F

[A000ä0CD5CÔ8Dð](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4315.

100252H

[A8C#0CÔBD >Cô8Dð](#)

Rating: — · first AC: 2017-01-05 · last AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4316.

100252A

[BT;040Ô>C#@Cä2CÔKC' 4D41](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4317.

100252J

[A0SD1\\$D K](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4318.

100252I

[A`>DfH C\\$0CÄ?C,,@C](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4319.

100252C

[AÔ0Câ0CD5CÔ8CP](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4320.

100252B

[A10C00D K CÔ0 Ct8CÄC](#)

Rating: — · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4321.

100516J

[AD8Ci3D 0CÄ<C](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4322.

100516A

[A40CâD](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4323.

100516H

[A`00f5CÔLC=0Dò HC ;CäAD\\$L](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4324.

100516E

[AÔ>C\\$>CR @C 7C\\$;CTGCT=C,,5](#)

Rating: — · first AC: 2017-01-04 · last AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4325.

100516D

[B4GCT=DA5I- D 2CTB, C =CTCDt5CÔLCR Ò BDÄ<C](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4326.

100516B

[A`NC8CÄ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4327.

100079F

[AäAD\\$@Cä2C](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4328.

100079H

[AD>0rkDt0 CÔ5DDBC€](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4329.

100079C

[A`500@CT:Cä=D :Cä5 Ct>C´>D\\$>](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4330.

100079B

[A„3D00«AD5C´8CÄ>D BDË°](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4331.

100079G

[AäB0\\$5D\\$=D´9 CÄ0D\\$G](#)

Rating: — · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4332.

100505C

[B B0TäC€](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4333.

100505F

[A00DäC´L](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4334.

100505G

[B->D>CÄ0DT0 C, AD\\$5C´;C 6](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4335.

100505I

[AÔ5Dt5D\\$=Cä5 C„;C, GCTBCÔ>CSö](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4336.

100505J

[A„3D00äC" 4Cä<C„=Cà](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4337.

100505E

[BÔ000CÄ5CÐ](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4338.

100505H

[A00C5C0](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4339.

100505B

[A4500äCÄ](#)

Rating: — · first AC: 2017-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4340.

101189A

[Arpa's hard exam and Mehrdad's naive cheat\(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4341.

101181A

[@BD\\$0](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4342.

101181B

[A=D\\$8DÔ;CT<CT=D\\$K](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4343.

101181C

[A=CDiC CD0CÄK](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4344.

101181D

[Aä;Dò8Ct0C40CD>Dt=Cä5 Cä7CT@Cà](#)

Rating: — · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4345.

100249C

[A\\$>DAD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4346.

100249B

[A10C0@CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7C=5](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4347.

100249A

[B.C0Ä=C =C >D\\$@CT7C=5](#)

Rating: — · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4348.

101171E

[A10C0@CäC';CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4349.

101171K

[AÖ=D\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4350.

101171J

[B\\$0C0äD'5 C= >CÄ=C BD°](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4351.

101171C

[A\\$D0HCT1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4352.

101171I

[B 20T@C=0DäIC,,5 CÔ;DäAD°](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4353.

101171G

[A\\$7D0KCS>Cô>D\\$0CÀ](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4354.

101171A

[A 1D0xQÄ0CÔBD4;D°](#)

Rating: — · first AC: 2016-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4355.

100187L

[Ministry of Truth](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4356.

100187A

[Potion of Immortality](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4357.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4358.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4359.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4360.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4361.

100042C

[BS00ja@Cä@Cä4C](#)

Rating: — · first AC: 2016-11-13 · last AC: 2016-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4362.

100003G

[AäD\\$8CÄ8Ct0Dd8Dö](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4363.

100003H

[B,T,CDD°](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4364.

100003B

[ÄÄDiB](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4365.

100003F

[A„=D\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4366.

100003D

[ÄäTDt×CB 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4367.

100003C

[Aö×D1BC, 1CTACô@CTDC,,;D =D´5 Cα>CDK](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4368.

100003E

[AD@CäCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4369.

100003A

[ÄÄ5DtBcä C Cö@CäECä4C À Cö>Cd0C´CC”AD\\$0](#)

Rating: — · first AC: 2016-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4370.

100247K

[Three Contests](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4371.

100247E

[Of Groups and Rights](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4372.

100247I

[Meteor Flow](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4373.

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4374.

100247L

[For the Honest Election](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4375.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4376.

100247J

[The Best Statement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4377.

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4378.

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4379.

100247H

[Secret Information](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4380.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4381.

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4382.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4383.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[Farhod's solution](#)

4384.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4385.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4386.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4387.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4388.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4389.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4390.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4391.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4392.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4393.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4394.

101135G

[A0=18C0:C EC,,6C,,=D°](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4395.

101135H

[AäGCT@CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4396.

101135F

[BSUCr'a C O C↗CÄ=C BC](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4397.

101135B

[B,,.t0d1Q;Dò >C CC\\$8](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4398.

101135E

[A" ?Cä0D :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cà](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4399.

101135C

[Bd8DD@Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4400.

101135A

[A↗CDD >C† C,,?Cô5D 0](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4401.

101154I

[A=0D BCäGCÔKC' BD NC](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4402.

101154F

[A.Ä0048Dt5D :C,,5 D DCT@D°](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4403.

101154E

[A 8C;0,,>D\\$5C≡0](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4404.

101154D

[A0@C†AC´5CD>C\\$0CÔ8CP](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4405.

101154A

[B 0D ?D >CD0Cd0!](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4406.

101154C

[A400=CT=D´5 D BC :C =D°](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4407.

101154G

[At=C=0j0 — D 8C`0](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4408.

101154H

[AôCD\\$5D,,5D BC\\$8CR AC=2Cä7DÂ <C,,@D°](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4409.

101154B

[AD>0=BCä@ B BD MCÔ4Cb 8 C\\$KD BC 2C=0](#)

Rating: — · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4410.

101149K

[Revenge of the Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4411.

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4412.

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4413.

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4414.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4415.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4416.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4417.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · last AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4418.

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4419.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4420.

100038D

[ASK a D K](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4421.

100038C

[Bd8DD@Cä2Cä5 D\\$0C ;Cà](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4422.

100038G

[AÄ00aAC,,<C ;DÄ=C O D CCÄ<C](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4423.

100038J

[Aô5D-50r;DäGCT=C,,5 CÄ5Cd4D2 >C¤=C <C€](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4424.

100038B

[A1800ô>D\\$5C BD](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4425.

100038I

[B18D;Cà](#)

Rating: — · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4426.

100044G

[A10CC0aD](#)

Rating: — · first AC: 2016-10-21 · last AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4427.

100044I

[A-ÄCÄ0CÔ4CÔ0Dò >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4428.

100044H

[B10Ctrial](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4429.

100044F

[AÄ0040Ct8CĐ](#)

Rating: — · first AC: 2015-12-05 · last AC: 2016-10-21 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4430.

100044A

[AÖ00,1Cä;DÄHC,,9 Cä1D”8C’ 4CT;C,,BCT;DÀ](#)

Rating: — · first AC: 2015-12-05 · last AC: 2016-10-21 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4431.

100044D

[A4D1BC,,=C,,FC](#)

Rating: — · first AC: 2015-12-05 · last AC: 2016-10-21 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4432.

100044K

[A4D1C’5C\\$AC=0Dò 4C,,=C AD\\$8Dð](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4433.

100132H

[B BD10CÔ=D’9 C4>D >C@](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4434.

100132D

[A5D1CÔ>D 0CD:C€](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4435.

100132A

[B 50C1C <CÔKC’ IC,,B](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4436.

100132B

[B10C1B,,GCTAC=0Dò ?CT@CTAD\\$0CÔ>C\\$:C](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4437.

100132E

[A 104C1<C,,O AD6CT4C 5C](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4438.

100132I

[AD1C1CÔKC’ ?C,,BCä=](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4439.

100132K

[A\\$0CÄC,,@D :C,,5 Dt8D ;C](#)

Rating: — · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4440.

100132G

[B\\$>Cö»D" :CäBCä2](#)

Rating: — · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4441.

100296A

[Aä;UT310, 4C\\$>C,,GCÔKCR ?CäAC`5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4442.

100296E

[B\\$5C15D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4443.

100296K

[A\\$0D10D](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4444.

100296D

[Aö»Cö@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4445.

100296H

[A10D`8D`5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4446.

100296C

[A4=Cä»D° 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4447.

100296G

[Aö@Cä7D°](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4448.

100296B

[A4»D»CB 'CP](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4449.

100296I

[Aö5D15D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4450.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4451.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Farhod's solution](#)

4452.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Farhod's solution](#)

4453.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2015-01-22 · last AC: 2016-10-13 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

4454.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2015-01-22 · last AC: 2016-10-13 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

4455.

100072C

[A100000t0 A,,>D 8DD0](#)

Rating: — · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4456.

100068J

[B :Că,DăCă 7C\\$5Ct4 CÔ0 CÔ5C 5?](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4457.

100068E

[A,3D00](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4458.

100068H

[B >C050\\$0D0 8C4@C](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4459.

100068D

[B1D000CT9CÔKCR 2Că@CăBC](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4460.

100068B

[AĀ&C05D\\$K C, 3CÔ5Ct4C](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4461.

100068G

[B 50006 <CÔKC' ?C'0C0D](#)

Rating: — · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4462.

101110B

[AÄ0C0A C, @C AD BCäOCÔ8Dă](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4463.

101110H

[B 0000 C,,AC =C,,5](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4464.

101110I

[A5000BC,,;DôFC,,O](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4465.

101110J

[B50001 CCC4>C'LCÔ8C08](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4466.

101110F

[Aô000B DC,,;D K-D CDDDC,,;D K](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4467.

101110E

[B 0000 CT=CÔ0D0 1C HCÔO AÄ0C0AC](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4468.

101110A

[A50000 >CÄ0CÔK](#)

Rating: — · first AC: 2016-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4469.

100896B

[Aä00040 C Ô CăHCT;C€](#)

Rating: — · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4470.

100896A

[A00000 DCTBD°](#)

Rating: — · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4471.

100850G

[BD80000 jC€](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4472.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4473.

100850I

[AäUCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4474.

100850J

[Aô@CâAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4475.

100850E

[AtUCÖBÄ0D\\$5C´LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4476.

100850C

[B,,TCäDÄ=C O CD5CÄ>Cä@C BC,,O](#)

Rating: — · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4477.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Farhod's solution](#)

4478.

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[Farhod's solution](#)

4479.

100799H

[BôAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4480.

100799K

[Aô@Câ1Cä8](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4481.

100799B

[AD\\$00L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4482.

100799G

[BäCäD](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4483.

100799J

[At200799DK CÔ0 CÔ>C4>CÔ0DP](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4484.

100799F

[AÄB00K' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4485.

100799D

[AD>DfBC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4486.

100799I

[B0C0AC =](#)

Rating: — · first AC: 2015-10-26 · last AC: 2016-09-27 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4487.

100529C

[A0C6aCT2C =C,,5](#)

Rating: — · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4488.

100529F

[AÔTABi8 AÔ A](#)

Rating: — · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4489.

100529J

[A00CTB>C @C 7Cä2C =C,,5 CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4490.

100529H

[B-50480 BD 0Dd8Dò =C >C'8CÄ?C,,0CDC](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4491.

100529G

[AÄ50iaC,,=](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4492.

100529E

[A,3D0l](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4493.

100529D

[ADNCÖK](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4494.

100529B

[B,00T&C BD°](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4495.

100529A

[ABCD-C&C@](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4496.

100035F

[AÄ000EC BD\\$0CÔAC≈8C' ?Cä;C,,FCT9D :C,,9](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4497.

100035A

[AD@CT2CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4498.

100035E

[B470rCä2C≈0](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4499.

100035H

[B\\$5D rC,,=C ;](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4500.

100035I

[B-50'AD² 2Câ 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2016-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4501.

100538J

[A,,3D0iD > D BD >C≈>C•](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4502.

100538I

[Aö>D rCCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4503.

100538G

[AD8CÄD 8 C≈>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4504.

100538E

[B470Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4505.

100538D

[BT>011C€](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4506.

100538F

[A#D;@C @](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4507.

100538C

[B B00;@ 0Cb A C#C,,3C <C€](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4508.

100538B

[BD80t4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4509.

100957G

[A,,3D 0A\\$0D 8](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4510.

100957C

[B B D0GÔ=C O DDCCÔ:Dd8Dđ](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4511.

100957I

[AÔ50D5C' 8 C,,AC#CD AD\\$2C](#)

Rating: — · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4512.

100034G

[A\\$>01HCT1CÔ0Dò ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÀ](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4513.

100034F

[A#CCi8C#8](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4514.

100034E

[B 80A7C BC,,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4515.

100034D

[AD5D\\$A C#8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4516.

100034B

[AÄ0DñA,,0CÔAC=8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4517.

100034A

[B5CD0C=BCä@](#)

Rating: — · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Farhod's solution](#)

4518.

100419E

[AäG0ñ@CT4DÀ](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4519.

100419G

[BBDñC=BD4@C](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4520.

100419H

[A,3Dñ@](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4521.

100419C

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4522.

1005862

[Aö@Ca7D°](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4523.

1005861

[ASKñD 7C ;C](#)

Rating: — · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4524.

1008827

[A,,ED\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4525.

1008826

[A400ñD HC HC=8](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4526.

1008825

[BSñCjaAD´=C](#)

Rating: — · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4527.

1008813

[B BD00Ô=D´5 D BD >Cª8](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4528.

1008814

[A6>0T7C D:C =C :C =C,,:D4;C E](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4529.

1008812

[A>D<C,,GCTACª>CR ?CäACT;CT=C,,5](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4530.

1008811

[A00Cª7D°](#)

Rating: — · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4531.

100789K

[AD50i5C\\$>](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4532.

100789E

[B-80Är6 8 C0@D´6Cª8](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4533.

100789I

[A0>D8C Ô:C BD 0CÔ7C,,AD\\$>D 0](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4534.

100789J

[AD>DriaC40 CD>CÄ>C•](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4535.

100789G

[A400Cª1D°](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4536.

100789F

[B GCAD\\$;C,,2D´5 C 8C´5D\\$K](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4537.

100789A

[A´CDIH0Cª9 C0>CD0D >C¢ Ò <C AD 8C"](#)

Rating: — · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4538.

100809I

[AäGCT@CT4DÀ](#)

Rating: — · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4539.

100809D

[A,3D0l](#)

Rating: — · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4540.

100809H

[At0000t:C > D BD >C=5](#)

Rating: — · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4541.

100809C

[B>D5C\\$=Cä2C =C,,5](#)

Rating: — · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4542.

100809E

[ÄÄMCH2C,,A C, D 0C=CC'0](#)

Rating: — · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4543.

100831J

[B550f5Cô>D BD°](#)

Rating: — · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4544.

100831C

[AD8Di: D 8C=BD°](#)

Rating: — · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4545.

100831B

[A0D0C D0](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4546.

100831E

[B.;CT6G=0 CäB Cô@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4547.

100831F

[Aô>DIBD >CT=C,,5](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4548.

100831A

[A@D5CÔ0C°](#)

Rating: — · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4549.

101010B

[Gregory and Bank](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-04 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4550.

101010A

[Peter and Textbook](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-04 · GNU C++11 (first AC) · Tags: —

[Farhod's solution](#)

4551.

100981E

[A 5D D0=CDAC0D0 ECä:C05C”=C O C`8C40](#)

Rating: — · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4552.

100981F

[A0DriD >C0](#)

Rating: — · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4553.

100981D

[B120TBD°](#)

Rating: — · first AC: 2016-05-02 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4554.

100981B

[A10CÄ5C00 C CC02](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4555.

100981C

[A00Cj7Cä2Cä9 DD>C04](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4556.

100981A

[A0@C0D0CÄ<C,,AD" f Ô3Câ CD >C\\$=Dö](#)

Rating: — · first AC: 2016-04-29 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4557.

100589I

[Laughing Out Loud](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4558.

100589C

[Find P'th Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-16 · last AC: 2016-02-16 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4559.

100036E

[B 7D00\\$5CD;C,,2C O C0>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-12-10 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4571.

100043J

[B KdD AC=8C' IC,,B](#)

Rating: — · first AC: 2015-11-11 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4572.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4573.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4574.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4575.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4576.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4577.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4578.

100773I

[A0=CS>C @C =DdK](#)

Rating: — · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4579.

100773A

[A0=DT=C CB 2 C=8C0>](#)

Rating: — · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4580.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4581.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4582.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-17 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4583.

100549G

[A-5C05D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4584.

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4585.

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4586.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4587.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4588.

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4589.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4590.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4591.

100193A

[AA×C6C=CC'0](#)

Rating: — · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4592.

100424B

[B50C'äCT@](#)

Rating: — · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4593.

100424A

[A,3D0l](#)

Rating: — · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4594.

100637G

[l#TheDress](#) · Tutorial

Rating: — · first AC: 2015-04-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4595.

100653B

[AD>0ÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2015-04-16 · last AC: 2015-04-16 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4596.

100653A

[AÄ0048Dt5D :C,,5 C¬0D BCäGC¬8](#)

Rating: — · first AC: 2015-04-16 · last AC: 2015-04-16 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4597.

100600G

[B\\$C0i1D4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4598.

100600F

[B¬0CT4C,,7CT<DÄ5 C" >Cô0D =CäAD\\$8](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4599.

100600E

[AÄCä@Cä2D´9 D >CÐ](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4600.

100600C

[B¬0D¬Cô@CäA](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4601.

100600A

[AÔ>C\\$0Dò =C 4CT6CD0](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4602.

100601A

[AÄD0C\\$LC,Ô<D4BC =D\\$K](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4603.

100602L

[AÄCä1C ;DÄ=Cä5 CÄKD,,;CT=C,,5](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4604.

100613A

[A=0,6600D0 :Cä;C´5C=FC,,O A4CC :C, Cä1C](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4605.

100631B

[A=0,6600D0 >C´LC00D0 7C :D4?C=0](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4606.

100631A

[A=0,6600D0 4HC0KCR HC @C,,;C€](#)

Rating: — · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4607.

100160F

[A0>0,6600D0 ?D4BC, =C 3D 8CD5](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4608.

100160A

[B2007C0>D BDÀ](#)

Rating: — · first AC: 2015-02-20 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4609.

100017C

[C · Tutorial](#)

Rating: — · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4610.

100017B

[B · Tutorial](#)

Rating: — · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4611.

100017A

[A · Tutorial](#)

Rating: — · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4612.

100012C

[A+B · Tutorial](#)

Rating: — · first AC: 2015-02-05 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4613.

100010A

[Conduit · Tutorial](#)

Rating: — · first AC: 2015-02-04 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4614.

399B

[Red and Blue Balls · Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4615.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Farhod's solution](#)

4616.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: —

[Farhod's solution](#)

4617.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2015-01-22 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)

4618.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation

[Farhod's solution](#)