

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

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# Unique solved — ForJoy

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

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

Filters: none

Count: 231

1.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

2.

1301A

[Three Strings](#) · [Tutorial](#)

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

[ForJoy's solution](#)

3.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ForJoy's solution](#)

4.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

5.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ForJoy's solution](#)

6.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[ForJoy's solution](#)

7.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

8.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

9.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ForJoy's solution](#)

10.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**11.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ForJoy's solution](#)

**12.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ForJoy's solution](#)

**13.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**14.**

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

[ForJoy's solution](#)

**15.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ForJoy's solution](#)

**16.**

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ForJoy's solution](#)

**17.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[ForJoy's solution](#)

**18.**

747A

[Display Size](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**19.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ForJoy's solution](#)

**20.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ForJoy's solution](#)

**21.**

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**22.**

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ForJoy's solution](#)

**23.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ForJoy's solution](#)

**24.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**25.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**26.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ForJoy's solution](#)

**27.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**28.**

747B

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

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

[ForJoy's solution](#)

**29.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ForJoy's solution](#)

**30.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ForJoy's solution](#)

**31.**

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ForJoy's solution](#)

**32.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[ForJoy's solution](#)

**33.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ForJoy's solution](#)

**34.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**35.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ForJoy's solution](#)

**36.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**37.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**38.**

1266B

[Dice Tower](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**39.**

1266A

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

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

[ForJoy's solution](#)

**40.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ForJoy's solution](#)

**41.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ForJoy's solution](#)

**42.**

757A

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

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

[ForJoy's solution](#)

**43.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, strings

[ForJoy's solution](#)

**44.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[ForJoy's solution](#)

**45.**

1288B

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

Quality: 17,781 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**46.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[ForJoy's solution](#)

**47.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**48.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: greedy, math

[ForJoy's solution](#)

**49.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ForJoy's solution](#)

**50.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ForJoy's solution](#)

**51.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ForJoy's solution](#)

**52.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ForJoy's solution](#)

**53.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ForJoy's solution](#)

**54.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,049 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[ForJoy's solution](#)

**55.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ForJoy's solution](#)

**56.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[ForJoy's solution](#)

**57.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: implementation, trees

[ForJoy's solution](#)

**58.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ForJoy's solution](#)

**59.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ForJoy's solution](#)

**60.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[ForJoy's solution](#)

**61.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ForJoy's solution](#)

**62.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ForJoy's solution](#)

**63.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ForJoy's solution](#)

**64.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation

[ForJoy's solution](#)

**65.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ForJoy's solution](#)

**66.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[ForJoy's solution](#)

**67.**

747C

[Servers](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**68.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[ForJoy's solution](#)

**69.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[ForJoy's solution](#)

**70.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[ForJoy's solution](#)

**71.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[ForJoy's solution](#)

**72.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ForJoy's solution](#)

**73.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**74.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ForJoy's solution](#)

**75.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ForJoy's solution](#)

**76.**

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

[ForJoy's solution](#)

**77.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ForJoy's solution](#)

**78.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ForJoy's solution](#)

**79.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**80.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ForJoy's solution](#)

**81.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[ForJoy's solution](#)

**82.**

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ForJoy's solution](#)

**83.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[ForJoy's solution](#)

**84.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: implementation

[ForJoy's solution](#)

**85.**

954B

[String Typing](#) · [Tutorial](#)

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

[ForJoy's solution](#)

- 86.**  
757B  
[Bash's Big Day](#) · [Tutorial](#)  
Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-14 · GNU C++ (first AC) · Tags: greedy, math, number theory  
[ForJoy's solution](#)
- 87.**  
1215C  
[Swap Letters](#) · [Tutorial](#)  
Quality: 11,944 global accepts · Rating: 1500 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ForJoy's solution](#)
- 88.**  
1201B  
[Zero Array](#) · [Tutorial](#)  
Quality: 25,477 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ForJoy's solution](#)
- 89.**  
1304C  
[Air Conditioner](#) · [Tutorial](#)  
Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[ForJoy's solution](#)
- 90.**  
1301B  
[Motarack's Birthday](#) · [Tutorial](#)  
Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search  
[ForJoy's solution](#)
- 91.**  
1299A  
[Anu Has a Function](#) · [Tutorial](#)  
Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[ForJoy's solution](#)
- 92.**  
1186D  
[Vus the Cossack and Numbers](#) · [Tutorial](#)  
Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ForJoy's solution](#)
- 93.**  
1180C  
[Valeriy and Deque](#) · [Tutorial](#)  
Rating: 1500 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ForJoy's solution](#)
- 94.**  
1180B  
[Nick and Array](#) · [Tutorial](#)  
Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ForJoy's solution](#)
- 95.**  
1181B  
[Split a Number](#) · [Tutorial](#)  
Quality: 6,612 global accepts · Rating: 1500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[ForJoy's solution](#)
- 96.**  
1236B  
[Alice and the List of Presents](#) · [Tutorial](#)  
Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ForJoy's solution](#)

**97.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ForJoy's solution](#)

**98.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[ForJoy's solution](#)

**99.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[ForJoy's solution](#)

**100.**

1278B

[A and B](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**101.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ForJoy's solution](#)

**102.**

1265C

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

Rating: 1500 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ForJoy's solution](#)

**103.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[ForJoy's solution](#)

**104.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ForJoy's solution](#)

**105.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[ForJoy's solution](#)

**106.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[ForJoy's solution](#)

**107.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[ForJoy's solution](#)

## 108.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[ForJoy's solution](#)

## 109.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ForJoy's solution](#)

## 110.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ForJoy's solution](#)

## 111.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2020-01-13 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[ForJoy's solution](#)

## 112.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ForJoy's solution](#)

## 113.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ForJoy's solution](#)

## 114.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ForJoy's solution](#)

## 115.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ForJoy's solution](#)

## 116.

954D

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

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

[ForJoy's solution](#)

## 117.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-16 · GNU C++ (first AC) · Tags: binary search, data structures

[ForJoy's solution](#)

**118.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy

[ForJoy's solution](#)

**119.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[ForJoy's solution](#)

**120.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ForJoy's solution](#)

**121.**

1301C

[Ayoub's function](#) · [Tutorial](#)

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

[ForJoy's solution](#)

**122.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ForJoy's solution](#)

**123.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[ForJoy's solution](#)

**124.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**125.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[ForJoy's solution](#)

**126.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ForJoy's solution](#)

**127.**

1248C

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

Rating: 1700 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ForJoy's solution](#)

**128.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ForJoy's solution](#)

### 129.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ForJoy's solution](#)

### 130.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ForJoy's solution](#)

### 131.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[ForJoy's solution](#)

### 132.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-12-23 · last AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ForJoy's solution](#)

### 133.

1269C

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

Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ForJoy's solution](#)

### 134.

1278C

[Berry Jam](#) · [Tutorial](#)

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

[ForJoy's solution](#)

### 135.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

### 136.

954C

[Matrix Walk](#) · [Tutorial](#)

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

[ForJoy's solution](#)

### 137.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-16 · GNU C++ (first AC) · Tags: math, number theory

[ForJoy's solution](#)

### 138.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[ForJoy's solution](#)

**139.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[ForJoy's solution](#)

**140.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ForJoy's solution](#)

**141.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ForJoy's solution](#)

**142.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ForJoy's solution](#)

**143.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**144.**

1180D

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

Rating: 1800 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ForJoy's solution](#)

**145.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[ForJoy's solution](#)

**146.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ForJoy's solution](#)

**147.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ForJoy's solution](#)

**148.**

1255E1

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

Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ForJoy's solution](#)

**149.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[ForJoy's solution](#)

**150.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ForJoy's solution](#)

**151.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-10 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ForJoy's solution](#)

**152.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[ForJoy's solution](#)

**153.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ForJoy's solution](#)

**154.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[ForJoy's solution](#)

**155.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[ForJoy's solution](#)

**156.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2020-01-01 · last AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ForJoy's solution](#)

**157.**

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[ForJoy's solution](#)

**158.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[ForJoy's solution](#)

**159.**

1272E

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

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ForJoy's solution](#)

**160.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[ForJoy's solution](#)

**161.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[ForJoy's solution](#)

**162.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[ForJoy's solution](#)

**163.**

1265D

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

Rating: 1900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ForJoy's solution](#)

**164.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ForJoy's solution](#)

**165.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[ForJoy's solution](#)

**166.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ForJoy's solution](#)

**167.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[ForJoy's solution](#)

**168.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ForJoy's solution](#)

**169.**

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++ (first AC) · Tags: data structures, hashing, sortings, strings  
[ForJoy's solution](#)

**170.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees  
[ForJoy's solution](#)

**171.**

1301D

[Time to Run](#) · [Tutorial](#)

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

**172.**

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  
[ForJoy's solution](#)

**173.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[ForJoy's solution](#)

**174.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[ForJoy's solution](#)

**175.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-01-08 · last AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[ForJoy's solution](#)

**176.**

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[ForJoy's solution](#)

**177.**

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers  
[ForJoy's solution](#)

**178.**

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[ForJoy's solution](#)

**179.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ForJoy's solution](#)

**180.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ForJoy's solution](#)

**181.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ForJoy's solution](#)

**182.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ForJoy's solution](#)

**183.**

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

[ForJoy's solution](#)

**184.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2018-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ForJoy's solution](#)

**185.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[ForJoy's solution](#)

**186.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[ForJoy's solution](#)

**187.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[ForJoy's solution](#)

**188.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[ForJoy's solution](#)

**189.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ForJoy's solution](#)

**190.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ForJoy's solution](#)

**191.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[ForJoy's solution](#)

**192.**

1255E2

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

Rating: 2100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ForJoy's solution](#)

**193.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ForJoy's solution](#)

**194.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[ForJoy's solution](#)

**195.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-04-03 · last AC: 2018-04-03 · GNU C++ (first AC) · Tags: binary search, math, number theory

[ForJoy's solution](#)

**196.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ForJoy's solution](#)

**197.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ForJoy's solution](#)

**198.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ForJoy's solution](#)

**199.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ForJoy's solution](#)

**200.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[ForJoy's solution](#)

**201.**

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-18 · last AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ForJoy's solution](#)

**202.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[ForJoy's solution](#)

**203.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ForJoy's solution](#)

**204.**

1278E

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

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

[ForJoy's solution](#)

**205.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-14 · GNU C++ (first AC) · Tags: bitmasks, dp

[ForJoy's solution](#)

**206.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ForJoy's solution](#)

**207.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[ForJoy's solution](#)

**208.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[ForJoy's solution](#)

**209.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ForJoy's solution](#)

**210.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ForJoy's solution](#)

**211.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ForJoy's solution](#)

**212.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[ForJoy's solution](#)

**213.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[ForJoy's solution](#)

**214.**

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ForJoy's solution](#)

**215.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ForJoy's solution](#)

**216.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ForJoy's solution](#)

**217.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[ForJoy's solution](#)

**218.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[ForJoy's solution](#)

**219.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[ForJoy's solution](#)

**220.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ForJoy's solution](#)

**221.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[ForJoy's solution](#)

**222.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[ForJoy's solution](#)

**223.**

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[ForJoy's solution](#)

**224.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2020-01-13 · last AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[ForJoy's solution](#)

**225.**

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ForJoy's solution](#)

**226.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-19 · last AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[ForJoy's solution](#)

**227.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ForJoy's solution](#)

**228.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2020-01-12 · last AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ForJoy's solution](#)

**229.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ForJoy's solution](#)

## 230.

1292D

### [Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-21 · last AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[ForJoy's solution](#)

## 231.

1288F

### [Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-16 · last AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[ForJoy's solution](#)