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Unique solved — Gromah

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

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

Filters: none

Count: 819

1.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gromah's solution](#)

2.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Gromah's solution](#)

3.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Gromah's solution](#)

4.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Gromah's solution](#)

5.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Gromah's solution](#)

6.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy

[Gromah's solution](#)

7.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gromah's solution](#)

8.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gromah's solution](#)

9.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gromah's solution](#)

10.

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

[Gromah's solution](#)

11.

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

[Gromah's solution](#)

12.

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

[Gromah's solution](#)

13.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: brute force, math

[Gromah's solution](#)

14.

750A

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

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

[Gromah's solution](#)

15.

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: implementation, math

[Gromah's solution](#)

16.

746A

[Compote](#) · [Tutorial](#)

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

[Gromah's solution](#)

17.

734B

[Anton and Digits](#) · [Tutorial](#)

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

[Gromah's solution](#)

18.

734A

[Anton and Danik](#) · [Tutorial](#)

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

[Gromah's solution](#)

19.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: brute force, implementation

[Gromah's solution](#)

20.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

21.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

22.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

23.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

24.

472A

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

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

[Gromah's solution](#)

25.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

26.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

27.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

28.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Gromah's solution](#)

29.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

30.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gromah's solution](#)

31.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Gromah's solution](#)

32.

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

[Gromah's solution](#)

33.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gromah's solution](#)

34.

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

[Gromah's solution](#)

35.

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

[Gromah's solution](#)

36.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Gromah's solution](#)

37.

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: implementation, strings

[Gromah's solution](#)

38.

746B

[Decoding](#) · [Tutorial](#)

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

[Gromah's solution](#)

39.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[Gromah's solution](#)

40.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

41.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

42.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Gromah's solution](#)

43.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Gromah's solution](#)

44.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Gromah's solution](#)

45.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Gromah's solution](#)

46.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gromah's solution](#)

47.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Gromah's solution](#)

48.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gromah's solution](#)

49.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gromah's solution](#)

50.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

51.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Gromah's solution](#)

52.

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

[Gromah's solution](#)

53.

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

[Gromah's solution](#)

54.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

55.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

56.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

57.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2014-10-19 · last AC: 2015-03-16 · GNU C++ (first AC) · Tags: brute force, math

[Gromah's solution](#)

58.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2015-01-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Gromah's solution](#)

59.

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Gromah's solution](#)

60.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation

[Gromah's solution](#)

61.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

62.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Gromah's solution](#)

63.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Gromah's solution](#)

64.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Gromah's solution](#)

65.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Gromah's solution](#)

66.

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gromah's solution](#)

67.

1119A

[Ilya and a Colorful Walk · Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

68.

1132A

[Regular Bracket Sequence · Tutorial](#)

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

69.

733B

[Parade · Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: math

[Gromah's solution](#)

70.

714A

[Meeting of Old Friends · Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math

[Gromah's solution](#)

71.

706B

[Interesting drink · Tutorial](#)

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[Gromah's solution](#)

72.

705B

[Spider Man · Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: games, math

[Gromah's solution](#)

73.

483A

[Counterexample · Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[Gromah's solution](#)

74.

478A

[Initial Bet · Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

75.

475A

[Bayan Bus · Tutorial](#)

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

[Gromah's solution](#)

76.

471A

[MUH and Sticks · Tutorial](#)

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

[Gromah's solution](#)

77.

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Gromah's solution](#)

78.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Gromah's solution](#)

79.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: brute force, implementation

[Gromah's solution](#)

80.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Gromah's solution](#)

81.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Gromah's solution](#)

82.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gromah's solution](#)

83.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Gromah's solution](#)

84.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[Gromah's solution](#)

85.

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

[Gromah's solution](#)

86.

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

[Gromah's solution](#)

87.

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

[Gromah's solution](#)

88.

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

[Gromah's solution](#)

89.

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Gromah's solution](#)

90.

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

[Gromah's solution](#)

91.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Gromah's solution](#)

92.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Gromah's solution](#)

93.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Gromah's solution](#)

94.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Gromah's solution](#)

95.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation, math

[Gromah's solution](#)

96.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[Gromah's solution](#)

97.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Gromah's solution](#)

- 98.**
474B
[Worms](#) · [Tutorial](#)
Quality: 62,535 global accepts · Rating: 1200 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: binary search, implementation
[Gromah's solution](#)
- 99.**
463A
[Caisa and Sugar](#) · [Tutorial](#)
Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: brute force, implementation
[Gromah's solution](#)
- 100.**
462C
[Appleman and Toastman](#) · [Tutorial](#)
Rating: 1200 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: implementation, sortings
[Gromah's solution](#)
- 101.**
432B
[Football Kit](#) · [Tutorial](#)
Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[Gromah's solution](#)
- 102.**
445A
[DZY Loves Chessboard](#) · [Tutorial](#)
Quality: 33,665 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[Gromah's solution](#)
- 103.**
385B
[Bear and Strings](#) · [Tutorial](#)
Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings
[Gromah's solution](#)
- 104.**
433B
[Kuriyama Mirai's Stones](#) · [Tutorial](#)
Quality: 53,861 global accepts · Rating: 1200 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: dp, implementation, sortings
[Gromah's solution](#)
- 105.**
1821C
[Tear It Apart](#) · [Tutorial](#)
Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[Gromah's solution](#)
- 106.**
1574C
[Slay the Dragon](#) · [Tutorial](#)
Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[Gromah's solution](#)
- 107.**
1476B
[Inflation](#) · [Tutorial](#)
Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[Gromah's solution](#)
- 108.**
1217A
[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: binary search, math

[Gromah's solution](#)

109.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Gromah's solution](#)

110.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Gromah's solution](#)

111.

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

[Gromah's solution](#)

112.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

113.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation

[Gromah's solution](#)

114.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Gromah's solution](#)

115.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: graphs

[Gromah's solution](#)

116.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Gromah's solution](#)

117.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Gromah's solution](#)

118.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

119.

471B

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

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

[Gromah's solution](#)

120.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

121.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: greedy

[Gromah's solution](#)

122.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-06-02 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

123.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Gromah's solution](#)

124.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gromah's solution](#)

125.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Gromah's solution](#)

126.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Gromah's solution](#)

127.

1097C

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

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

[Gromah's solution](#)

128.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Gromah's solution](#)

129.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-10-26 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math

[Gromah's solution](#)

130.

714C

[Sonya and Queries](#) · [Tutorial](#)

Quality: 1400 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: data structures, implementation

[Gromah's solution](#)

131.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Gromah's solution](#)

132.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: brute force, sortings

[Gromah's solution](#)

133.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: implementation, math

[Gromah's solution](#)

134.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings

[Gromah's solution](#)

135.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Gromah's solution](#)

136.

475B

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

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

[Gromah's solution](#)

137.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-10-02 · GNU C++ (first AC) · Tags: greedy

[Gromah's solution](#)

138.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

[Gromah's solution](#)

139.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2014-06-02 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Gromah's solution](#)

140.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Gromah's solution](#)

141.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[Gromah's solution](#)

142.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[Gromah's solution](#)

143.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —
[Gromah's solution](#)

144.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Gromah's solution](#)

145.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Gromah's solution](#)

146.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Gromah's solution](#)

147.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[Gromah's solution](#)

148.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[Gromah's solution](#)

149.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Gromah's solution](#)

150.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Gromah's solution](#)

151.

1012A

[Photo of The Sky](#) · [Tutorial](#)

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

[Gromah's solution](#)

152.

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

[Gromah's solution](#)

153.

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

[Gromah's solution](#)

154.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[Gromah's solution](#)

155.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Gromah's solution](#)

156.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: implementation, strings

[Gromah's solution](#)

157.

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Gromah's solution](#)

158.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Gromah's solution](#)

159.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Gromah's solution](#)

160.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[Gromah's solution](#)

161.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Gromah's solution](#)

162.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Gromah's solution](#)

163.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: math, number theory

[Gromah's solution](#)

164.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Gromah's solution](#)

165.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: dp

[Gromah's solution](#)

166.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Gromah's solution](#)

167.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2014-06-02 · GNU C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Gromah's solution](#)

168.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Gromah's solution](#)

169.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Gromah's solution](#)

170.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Gromah's solution](#)

171.

1240A

[Save the Nature](#) · [Tutorial](#)

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

[Gromah's solution](#)

172.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: greedy, math

[Gromah's solution](#)

173.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Gromah's solution](#)

174.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Gromah's solution](#)

175.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Gromah's solution](#)

176.

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

[Gromah's solution](#)

177.

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

[Gromah's solution](#)

178.

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

[Gromah's solution](#)

179.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Gromah's solution](#)

180.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Gromah's solution](#)

181.

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

[Gromah's solution](#)

182.

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

[Gromah's solution](#)

183.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gromah's solution](#)

184.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Gromah's solution](#)

185.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math

[Gromah's solution](#)

186.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Gromah's solution](#)

187.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu

[Gromah's solution](#)

188.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-08 · GNU C++ (first AC) · Tags: dfs and similar, math

[Gromah's solution](#)

189.

736B

[Taxes](#) · [Tutorial](#)

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

[Gromah's solution](#)

190.

736A

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

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

[Gromah's solution](#)

191.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: binary search, dp, greedy, two pointers

[Gromah's solution](#)

192.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

193.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: data structures, hashing

[Gromah's solution](#)

194.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Gromah's solution](#)

195.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Gromah's solution](#)

196.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: dp, strings

[Gromah's solution](#)

197.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Gromah's solution](#)

198.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gromah's solution](#)

199.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-01-11 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Gromah's solution](#)

200.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: math

[Gromah's solution](#)

201.

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: graphs, greedy

[Gromah's solution](#)

202.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gromah's solution](#)

203.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Gromah's solution](#)

204.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gromah's solution](#)

205.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Gromah's solution](#)

206.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Gromah's solution](#)

207.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gromah's solution](#)

208.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

209.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gromah's solution](#)

210.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Gromah's solution](#)

211.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Gromah's solution](#)

212.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gromah's solution](#)

213.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Gromah's solution](#)

214.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Gromah's solution](#)

215.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[Gromah's solution](#)

216.

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

[Gromah's solution](#)

217.

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

[Gromah's solution](#)

218.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Gromah's solution](#)

219.

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

[Gromah's solution](#)

220.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: binary search, greedy, strings

[Gromah's solution](#)

221.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Gromah's solution](#)

222.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[Gromah's solution](#)

223.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Gromah's solution](#)

224.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gromah's solution](#)

225.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: binary search

[Gromah's solution](#)

226.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: implementation

[Gromah's solution](#)

227.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dp, implementation, math

[Gromah's solution](#)

228.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: dp

[Gromah's solution](#)

229.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[Gromah's solution](#)

230.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[Gromah's solution](#)

231.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: dp

[Gromah's solution](#)

232.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-23 · GNU C++ (first AC) · Tags: greedy, strings

[Gromah's solution](#)

233.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: dp, implementation

[Gromah's solution](#)

234.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Gromah's solution](#)

235.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Gromah's solution](#)

236.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Gromah's solution](#)

237.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Gromah's solution](#)

238.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Gromah's solution](#)

239.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Gromah's solution](#)

240.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Gromah's solution](#)

241.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gromah's solution](#)

242.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Gromah's solution](#)

243.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Gromah's solution](#)

244.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Gromah's solution](#)

245.

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

[Gromah's solution](#)

246.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Gromah's solution](#)

247.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Gromah's solution](#)

248.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gromah's solution](#)

249.

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

[Gromah's solution](#)

250.

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

[Gromah's solution](#)

251.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Gromah's solution](#)

252.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Gromah's solution](#)

253.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[Gromah's solution](#)

254.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Gromah's solution](#)

255.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, interactive

[Gromah's solution](#)

256.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: greedy, implementation

[Gromah's solution](#)

257.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Gromah's solution](#)

258.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: dp, geometry, greedy, implementation

[Gromah's solution](#)

259.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: data structures, greedy

[Gromah's solution](#)

260.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Gromah's solution](#)

261.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-09-02 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[Gromah's solution](#)

262.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[Gromah's solution](#)

263.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: greedy

[Gromah's solution](#)

264.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: implementation, math, sortings

[Gromah's solution](#)

265.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Gromah's solution](#)

266.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Gromah's solution](#)

267.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Gromah's solution](#)

268.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Gromah's solution](#)

269.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Gromah's solution](#)

270.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gromah's solution](#)

271.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Gromah's solution](#)

272.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Gromah's solution](#)

273.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gromah's solution](#)

274.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Gromah's solution](#)

275.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Gromah's solution](#)

276.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Gromah's solution](#)

277.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: data structures, implementation, math

[Gromah's solution](#)

278.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Gromah's solution](#)

279.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive

[Gromah's solution](#)

280.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Gromah's solution](#)

281.

739B

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

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

[Gromah's solution](#)

282.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: graphs, greedy

[Gromah's solution](#)

283.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: dp

[Gromah's solution](#)

284.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[Gromah's solution](#)

285.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-09-29 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[Gromah's solution](#)

286.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Gromah's solution](#)

287.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gromah's solution](#)

288.

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: dp

[Gromah's solution](#)

289.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: binary search, data structures, dp, dsu

[Gromah's solution](#)

290.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2015-01-11 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Gromah's solution](#)

291.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp

[Gromah's solution](#)

292.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Gromah's solution](#)

293.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Gromah's solution](#)

294.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2014-09-02 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Gromah's solution](#)

295.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Gromah's solution](#)

296.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Gromah's solution](#)

297.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Gromah's solution](#)

298.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Gromah's solution](#)

299.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Gromah's solution](#)

300.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gromah's solution](#)

301.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gromah's solution](#)

302.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Gromah's solution](#)

303.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Gromah's solution](#)

304.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Gromah's solution](#)

305.

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

[Gromah's solution](#)

306.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gromah's solution](#)

307.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Gromah's solution](#)

308.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Gromah's solution](#)

309.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Gromah's solution](#)

310.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-10 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy
[Gromah's solution](#)

311.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: binary search, greedy
[Gromah's solution](#)

312.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: dfs and similar, dp
[Gromah's solution](#)

313.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math
[Gromah's solution](#)

314.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-17 · GNU C++ (first AC) · Tags: dp
[Gromah's solution](#)

315.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: brute force, geometry
[Gromah's solution](#)

316.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: 2-sat, data structures, graph matchings, greedy
[Gromah's solution](#)

317.

447D

[DZY Loves Modification](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: data structures, greedy
[Gromah's solution](#)

318.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[Gromah's solution](#)

319.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Gromah's solution](#)

320.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Gromah's solution](#)

321.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Gromah's solution](#)

322.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Gromah's solution](#)

323.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Gromah's solution](#)

324.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Gromah's solution](#)

325.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gromah's solution](#)

326.

1023E

[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

[Gromah's solution](#)

327.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Gromah's solution](#)

328.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: math, number theory

[Gromah's solution](#)

329.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[Gromah's solution](#)

330.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy
[Gromah's solution](#)

331.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[Gromah's solution](#)

332.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: binary search, dfs and similar
[Gromah's solution](#)

333.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: data structures
[Gromah's solution](#)

334.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: geometry, implementation
[Gromah's solution](#)

335.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Gromah's solution](#)

336.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —
[Gromah's solution](#)

337.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[Gromah's solution](#)

338.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math
[Gromah's solution](#)

339.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[Gromah's solution](#)

340.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Gromah's solution](#)

341.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[Gromah's solution](#)

342.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[Gromah's solution](#)

343.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[Gromah's solution](#)

344.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Gromah's solution](#)

345.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-15 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp
[Gromah's solution](#)

346.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: greedy, implementation
[Gromah's solution](#)

347.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: greedy, implementation, math
[Gromah's solution](#)

348.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees
[Gromah's solution](#)

349.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: binary search, dp, greedy
[Gromah's solution](#)

350.

714D

[Searching Rectangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: binary search, interactive
[Gromah's solution](#)

351.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Gromah's solution](#)

352.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-05-31 · GNU C++ (first AC) · Tags: bitmasks, dp, geometry

[Gromah's solution](#)

353.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Gromah's solution](#)

354.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[Gromah's solution](#)

355.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Gromah's solution](#)

356.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[Gromah's solution](#)

357.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Gromah's solution](#)

358.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Gromah's solution](#)

359.

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

[Gromah's solution](#)

360.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2300 · first AC: 2016-12-28 · last AC: 2016-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Gromah's solution](#)

361.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: data structures, math, matrices

[Gromah's solution](#)

362.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-18 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Gromah's solution](#)

363.

714E

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: dp, flows, sortings

[Gromah's solution](#)

364.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: math, number theory, probabilities

[Gromah's solution](#)

365.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Gromah's solution](#)

366.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Gromah's solution](#)

367.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: flows, graph matchings

[Gromah's solution](#)

368.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-11 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[Gromah's solution](#)

369.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities

[Gromah's solution](#)

370.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Gromah's solution](#)

371.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

372.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Gromah's solution](#)

373.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Gromah's solution](#)

374.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Gromah's solution](#)

375.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Gromah's solution](#)

376.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Gromah's solution](#)

377.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Gromah's solution](#)

378.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Gromah's solution](#)

379.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Gromah's solution](#)

380.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2017-01-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Gromah's solution](#)

381.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-11-02 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Gromah's solution](#)

382.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-10-26 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[Gromah's solution](#)

383.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Gromah's solution](#)

384.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: data structures

[Gromah's solution](#)

385.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: data structures, math

[Gromah's solution](#)

386.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Gromah's solution](#)

387.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Gromah's solution](#)

388.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Gromah's solution](#)

389.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Gromah's solution](#)

390.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Gromah's solution](#)

391.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Gromah's solution](#)

392.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Gromah's solution](#)

393.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[Gromah's solution](#)

394.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Gromah's solution](#)

395.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Gromah's solution](#)

396.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Gromah's solution](#)

397.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-01-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[Gromah's solution](#)

398.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: binary search, implementation, math

[Gromah's solution](#)

399.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: data structures

[Gromah's solution](#)

400.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[Gromah's solution](#)

401.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-23 · last AC: 2016-08-24 · GNU C++ (first AC) · Tags: math, number theory

[Gromah's solution](#)

402.

469E

[Hack it!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: constructive algorithms

[Gromah's solution](#)

403.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[Gromah's solution](#)

404.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Gromah's solution](#)

405.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: graphs

[Gromah's solution](#)

406.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gromah's solution](#)

407.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Gromah's solution](#)

408.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Gromah's solution](#)

409.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Gromah's solution](#)

410.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Gromah's solution](#)

411.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Gromah's solution](#)

412.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Gromah's solution](#)

413.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Gromah's solution](#)

414.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: dp, number theory

[Gromah's solution](#)

415.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[Gromah's solution](#)

416.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graph matchings

[Gromah's solution](#)

417.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[Gromah's solution](#)

418.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Gromah's solution](#)

419.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, matrices, probabilities

[Gromah's solution](#)

420.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gromah's solution](#)

421.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Gromah's solution](#)

422.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Gromah's solution](#)

423.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-01-11 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, trees

[Gromah's solution](#)

424.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: binary search, data structures

[Gromah's solution](#)

425.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: divide and conquer, dp

[Gromah's solution](#)

426.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2017-01-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Gromah's solution](#)

427.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-30 · GNU C++ (first AC) · Tags: math, matrices

[Gromah's solution](#)

428.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: data structures, number theory

[Gromah's solution](#)

429.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Gromah's solution](#)

430.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, matrices

[Gromah's solution](#)

431.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Gromah's solution](#)

432.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Gromah's solution](#)

433.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-08 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dsu

[Gromah's solution](#)

434.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-01-11 · GNU C++ (first AC) · Tags: binary search, greedy

[Gromah's solution](#)

435.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-10-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[Gromah's solution](#)

436.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[Gromah's solution](#)

437.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: binary search, math

[Gromah's solution](#)

438.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: flows

[Gromah's solution](#)

439.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[Gromah's solution](#)

440.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2015-03-18 · GNU C++ (first AC) · Tags: dp, greedy, math

[Gromah's solution](#)

441.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Gromah's solution](#)

442.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2016-11-24 · GNU C++ (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Gromah's solution](#)

443.

947E

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

Rating: 3100 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices

[Gromah's solution](#)

444.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Gromah's solution](#)

445.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

446.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

447.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

448.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

449.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

450.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

451.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

452.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

453.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

454.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

455.

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

456.

103447I

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

457.

103447K

[Wonder Egg Priority](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

458.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

459.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

460.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

461.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gromah's solution](#)

462.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

463.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

464.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

465.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

466.

103447B

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

467.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

468.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

469.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

470.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

471.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

472.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

473.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

474.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

475.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

476.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

477.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

478.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

479.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

480.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

481.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

482.

102348E

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

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

483.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

484.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

485.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

486.

102348F

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

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

487.

102348B

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

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

488.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

489.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

490.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

491.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

492.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

493.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

494.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · PyPy 2 (first AC) · Tags: —

[Gromah's solution](#)

495.

102409D

[Lottery Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

496.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

497.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

498.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

499.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

500.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

501.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

502.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

503.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

504.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

505.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

506.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

507.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

508.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

509.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

510.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

511.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

512.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

513.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

514.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

515.

102361B

[The Tree of Haruhi Suzumiya](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

516.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

517.

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

518.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

519.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

520.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

521.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

522.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

523.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

524.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

525.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

526.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

527.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

528.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

529.

102222H

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

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

530.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

531.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

532.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

533.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

534.

102365D

[Astrodirections](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

535.

102365G

[Infinity Plus One](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

536.

102365F

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

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

537.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

538.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

539.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

540.

102365B

[Balanced Fighters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

541.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: —

[Gromah's solution](#)

542.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

543.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

544.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

545.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

546.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

547.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

548.

102134F

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102134G

[Many dimensional dice](#) · [Tutorial](#)

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551.

102134D

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552.

102134C

[Maya's message](#) · [Tutorial](#)

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553.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

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554.

102134H

[3XOR](#) · [Tutorial](#)

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555.

102062J

[Judges Always Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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556.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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557.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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558.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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559.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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560.

102062E

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561.

102062D

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

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

562.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

563.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

564.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

565.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

566.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

567.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

568.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

569.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

570.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

571.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

572.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

573.

100373L

[Sergey and array \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

574.

100373K

[Sergey and pattern \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

575.

100373G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

576.

100373E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

577.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

578.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

579.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

580.

100373H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

581.

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

582.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · last AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

583.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

584.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

585.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

586.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

587.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

588.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

589.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

590.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

591.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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592.

101615K

[Spinning Up Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

593.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

594.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

595.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

596.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

597.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

598.

101615I

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

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

599.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

600.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

601.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

602.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

603.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

604.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

605.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

606.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

607.

101652X

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

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

608.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

609.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

610.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

611.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

612.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

613.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

614.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

615.

101652V

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

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

616.

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

617.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

618.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

619.

102114H

[Hills And Valleys](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

620.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

621.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

622.

102001G

[Go Make It Complete](#) · [Tutorial](#)

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

[Gromah's solution](#)

623.

102001C

[Smart Thief](#) · [Tutorial](#)

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

[Gromah's solution](#)

624.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

625.

102001K

[Boomerangs](#) · [Tutorial](#)

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

[Gromah's solution](#)

626.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

627.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

628.

102001D

[Icy Land](#) · [Tutorial](#)

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

[Gromah's solution](#)

629.

102001A

[Edit Distance](#) · [Tutorial](#)

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

[Gromah's solution](#)

630.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

631.

102001I

[Lie Detector](#) · [Tutorial](#)

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

[Gromah's solution](#)

632.

102059J

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

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

633.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

634.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

635.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

636.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

637.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

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[Gromah's solution](#)

638.

102059L

[Timsort](#) · [Tutorial](#)

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639.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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640.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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641.

102035F

[Who has a better strategy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

642.

102035C

[Apple Shops](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

643.

102035L

[Scientist Ayoub \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

644.

102035G

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

645.

102035H

[Zuhair and the Dag](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

646.

102035I

[Abu Tahun Mod problem](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

647.

102035J

[Negative effect](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

648.

102035B

[Mahmoud the Thief](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

649.

102035K

[Scientest Ayoub \(A\)](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

650.

102035M

[Ahmad Jaber Rectangles](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

651.

102035E

[New Max](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

652.

102035D

[Coach Ayoub](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

653.

102035A

[N integers](#) · Tutorial

Rating: — · first AC: 2019-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

654.

102028K

[Counting Failures on a Trie](#) · Tutorial

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

655.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · Tutorial

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

656.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

657.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

658.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

659.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gromah's solution](#)

660.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · Python 2 (first AC) · Tags: —

[Gromah's solution](#)

661.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

662.

101821D

[Search Engine](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

663.

101821C

[Eat And Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

664.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

665.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

666.

101821F

[Lazy Hash Table](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

667.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

668.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

669.

101666J

[Jumping Choreography](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

670.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

671.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

672.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

673.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

674.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

675.

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

676.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

677.

101666M

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

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

678.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

679.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

680.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

681.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

682.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

683.

101667H

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

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

684.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

685.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

686.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

687.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

688.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

689.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

690.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

691.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

692.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

693.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

694.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

695.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

696.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

697.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

698.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

699.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

700.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

701.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

702.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

703.

101630A

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

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

704.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

705.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

706.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

707.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

708.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

709.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

710.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

711.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

712.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

713.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

714.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

715.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

716.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

717.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

718.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

719.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

720.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

721.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

722.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

723.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

724.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

725.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

726.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

727.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

728.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

729.

101612L

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

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

730.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

731.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

732.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

733.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

734.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

735.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

736.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

737.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

738.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

739.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

740.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

741.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

742.

101246C

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

743.

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

744.

101246H

[`North-East" · Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

745.

101246J

[Buoys · Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

746.

101246D

[Fire in the Country · Tutorial](#)

Rating: — · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

747.

101246E

[Kidnapping · Tutorial](#)

Rating: — · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

748.

101246F

[Elevator · Tutorial](#)

Rating: — · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

749.

101246B

[3D City Model · Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

750.

101243C

[Desktop · Tutorial](#)

Rating: — · first AC: 2017-02-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

751.

101243I

[Land Division · Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

752.

101243E

[Cupcakes · Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

753.

101243F

[Vitamins · Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

754.

101243B

[Hanoi tower · Tutorial](#)

Rating: — · first AC: 2017-02-08 · Python 2 (first AC) · Tags: —

[Gromah's solution](#)

755.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

756.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

757.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

758.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

759.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gromah's solution](#)

760.

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

761.

100372D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

762.

100372B

[Sergey and a pattern \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

763.

100372C

[Sergey and array \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

764.

100372E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

765.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

766.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · last AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

767.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

768.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

769.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

770.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

771.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

772.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

773.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

774.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

775.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

776.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

777.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

778.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-22 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

779.

101138H

[Precise Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

780.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

781.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

782.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

783.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

784.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

785.

101138E

[Bravebear](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

786.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

787.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

788.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

789.

101138A

[Yet Another Problem with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-08 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

790.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

791.

100534F

[Huge Table](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

792.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

793.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-18 · GNU C++ (first AC) · Tags: —

[Gromah's solution](#)

794.

100827H

[Pushups](#) · [Tutorial](#)

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