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Unique solved — IF IR A 1 IR

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

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

Filters: none

Count: 1,060

- 1.**
2112A
[Race](#) · [Tutorial](#)
Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[IF IR A 1 IR's solution](#)
- 2.**
2074B
[The Third Side](#) · [Tutorial](#)
Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[IF IR A 1 IR's solution](#)
- 3.**
2074A
[Draw a Square](#) · [Tutorial](#)
Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[IF IR A 1 IR's solution](#)
- 4.**
1976A
[Verify Password](#) · [Tutorial](#)
Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[IF IR A 1 IR's solution](#)
- 5.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[IF IR A 1 IR's solution](#)
- 6.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[IF IR A 1 IR's solution](#)
- 7.**
1971A
[My First Sorting Problem](#) · [Tutorial](#)
Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[IF IR A 1 IR's solution](#)
- 8.**
1969A
[Two Friends](#) · [Tutorial](#)
Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[IF IR A 1 IR's solution](#)
- 9.**
1916A
[2023](#) · [Tutorial](#)
Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[IF IR A 1 IR's solution](#)

10.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[IF_IR_A_1_IR's solution](#)

11.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

12.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[IF_IR_A_1_IR's solution](#)

13.

71A

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

Quality: 503,223 global accepts · Rating: 800 · first AC: 2016-05-18 · last AC: 2023-03-09 · GNU C++ (first AC) · Tags: strings
[IF_IR_A_1_IR's solution](#)

14.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[IF_IR_A_1_IR's solution](#)

15.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

16.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[IF_IR_A_1_IR's solution](#)

17.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

18.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

19.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

20.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

21.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[IF_IR_A_1_IR's solution](#)

22.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,995 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[IF_IR_A_1_IR's solution](#)

23.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[IF_IR_A_1_IR's solution](#)

24.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[IF_IR_A_1_IR's solution](#)

25.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IF_IR_A_1_IR's solution](#)

26.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

27.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

28.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

29.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

30.

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

31.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

32.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[IF_IR_A_1_IR's solution](#)

33.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[IF_IR_A_1_IR's solution](#)

34.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

35.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

36.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

37.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

38.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IF_IR_A_1_IR's solution](#)

39.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

40.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

41.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[IF_IR_A_1_IR's solution](#)

42.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[IF_IR_A_1_IR's solution](#)

43.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

44.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

45.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

46.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[IF_IR_A_1_IR's solution](#)

47.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[IF_IR_A_1_IR's solution](#)

48.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

49.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

50.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[IF_IR_A_1_IR's solution](#)

51.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

52.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

53.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

54.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[IF_IR_A_1_IR's solution](#)

55.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

56.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

57.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

58.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

59.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[IF_IR_A_1_IR's solution](#)

60.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

61.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[IF_IR_A_1_IR's solution](#)

62.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

63.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[IF_IR_A_1_IR's solution](#)

64.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

65.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[IF_IR_A_1_IR's solution](#)

66.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

67.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

68.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

69.

1030A

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

Quality: 171,452 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

70.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

71.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

72.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

73.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

74.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

75.

952A

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

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[IF_IR_A_1_IR's solution](#)

76.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

77.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

78.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

79.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

80.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[IF_IR_A_1_IR's solution](#)

81.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

82.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

83.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: games, math
[IF_IR_A_1_IR's solution](#)

84.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

85.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

86.

770A

[New Password](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

87.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[IF_IR_A_1_IR's solution](#)

88.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[IF_IR_A_1_IR's solution](#)

89.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

90.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: implementation, strings

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91.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

92.

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

93.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

94.

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

95.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: brute force

[IF_IR_A_1_IR's solution](#)

96.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

97.

469A

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

Quality: 121,193 global accepts · Rating: 800 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

98.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

99.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

100.

472A

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

Quality: 70,771 global accepts · Rating: 800 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

101.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

102.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2016-07-05 · GNU C++ (first AC) · Tags: brute force
[IF_IR_A_1_IR's solution](#)

103.

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[IF_IR_A_1_IR's solution](#)

104.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

105.

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: brute force, implementation, math
[IF_IR_A_1_IR's solution](#)

106.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[IF_IR_A_1_IR's solution](#)

107.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

108.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

109.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[IF_IR_A_1_IR's solution](#)

110.

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

111.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

112.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[IF_IR_A_1_IR's solution](#)

113.

112A

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

Quality: 287,235 global accepts · Rating: 800 · first AC: 2016-07-03 · GNU C++ (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

114.

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

115.

676A

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

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

[IF_IR_A_1_IR's solution](#)

116.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

117.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: brute force, greedy

[IF_IR_A_1_IR's solution](#)

118.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,690 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

119.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,776 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

120.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,453 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

121.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

122.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

123.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[IF_IR_A_1_IR's solution](#)

124.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

125.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[IF_IR_A_1_IR's solution](#)

126.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

127.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

128.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

129.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

130.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

131.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

132.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[IF_IR_A_1_IR's solution](#)

133.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

134.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

135.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[IF_IR_A_1_IR's solution](#)

136.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

137.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

138.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

139.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

140.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

141.

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

142.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[IF_IR_A_1_IR's solution](#)

143.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

144.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[IF_IR_A_1_IR's solution](#)

145.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[IF_IR_A_1_IR's solution](#)

146.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[IF_IR_A_1_IR's solution](#)

147.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[IF_IR_A_1_IR's solution](#)

148.

1016A

[Death Note](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

149.

1011A

[Stages](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

150.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

151.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

152.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

153.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-17 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

154.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-08 · GNU C++ (first AC) · Tags: implementation, sortings
[IF_IR_A_1_IR's solution](#)

155.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

156.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,202 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings
[IF_IR_A_1_IR's solution](#)

157.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

158.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[IF_IR_A_1_IR's solution](#)

159.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[IF_IR_A_1_IR's solution](#)

160.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

161.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: strings
[IF_IR_A_1_IR's solution](#)

162.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: brute force, implementation, math
[IF_IR_A_1_IR's solution](#)

163.

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[IF_IR_A_1_IR's solution](#)

164.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

165.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

166.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,704 global accepts · Rating: 900 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: greedy, sortings
[IF_IR_A_1_IR's solution](#)

167.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

168.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

169.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[IF_IR_A_1_IR's solution](#)

170.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[IF_IR_A_1_IR's solution](#)

171.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[IF_IR_A_1_IR's solution](#)

172.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[IF_IR_A_1_IR's solution](#)

173.

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[IF_IR_A_1_IR's solution](#)

174.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[IF_IR_A_1_IR's solution](#)

175.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IF_IR_A_1_IR's solution](#)

176.

732B

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

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IF_IR_A_1_IR's solution](#)

177.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

178.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[IF_IR_A_1_IR's solution](#)

179.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

180.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

181.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

182.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

183.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

184.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[IF_IR_A_1_IR's solution](#)

185.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

186.

1199B

[Water Lily](#) · Tutorial

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[IF_IR_A_1_IR's solution](#)

187.

1199A

[City Day](#) · Tutorial

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

188.

1153A

[Serval and Bus](#) · Tutorial

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

189.

1300B

[Assigning to Classes](#) · Tutorial

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IF_IR_A_1_IR's solution](#)

190.

1151A

[Maxim and Biology](#) · Tutorial

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[IF_IR_A_1_IR's solution](#)

191.

1174A

[Ehab Fails to Be Thanos](#) · Tutorial

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[IF_IR_A_1_IR's solution](#)

192.

1204A

[BowWow and the Timetable](#) · Tutorial

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

193.

1278A

[Shuffle Hashing](#) · Tutorial

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[IF_IR_A_1_IR's solution](#)

194.

1266B

[Dice Tower](#) · Tutorial

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

195.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[IF_IR_A_1_IR's solution](#)

196.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

197.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[IF_IR_A_1_IR's solution](#)

198.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

199.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

200.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

201.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

202.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[IF_IR_A_1_IR's solution](#)

203.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers
[IF_IR_A_1_IR's solution](#)

204.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: strings
[IF_IR_A_1_IR's solution](#)

205.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

206.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[IF_IR_A_1_IR's solution](#)

207.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

208.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

209.

1155A

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

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[IF_IR_A_1_IR's solution](#)

210.

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
[IF_IR_A_1_IR's solution](#)

211.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[IF_IR_A_1_IR's solution](#)

212.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

213.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

214.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

215.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

216.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

217.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

218.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[IF_IR_A_1_IR's solution](#)

219.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

220.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

221.

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

[IF_IR_A_1_IR's solution](#)

222.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[IF_IR_A_1_IR's solution](#)

223.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

224.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

225.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[IF_IR_A_1_IR's solution](#)

226.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

227.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[IF_IR_A_1_IR's solution](#)

228.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2016-07-12 · GNU C++ (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

229.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: greedy, strings

[IF_IR_A_1_IR's solution](#)

230.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: brute force, number theory

[IF_IR_A_1_IR's solution](#)

231.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

232.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

233.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2016-05-18 · GNU C++ (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

234.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[IF_IR_A_1_IR's solution](#)

235.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[IF_IR_A_1_IR's solution](#)

236.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

237.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[IF_IR_A_1_IR's solution](#)

238.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[IF_IR_A_1_IR's solution](#)

239.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[IF_IR_A_1_IR's solution](#)

240.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[IF_IR_A_1_IR's solution](#)

241.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[IF_IR_A_1_IR's solution](#)

242.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[IF_IR_A_1_IR's solution](#)

243.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[IF_IR_A_1_IR's solution](#)

244.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[IF_IR_A_1_IR's solution](#)

245.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

246.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

247.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

248.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

249.

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

250.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[IF_IR_A_1_IR's solution](#)

251.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

252.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

253.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[IF_IR_A_1_IR's solution](#)

254.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

255.

1288A

[Deadline](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

256.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

257.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

258.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

259.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[IF_IR_A_1_IR's solution](#)

260.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

261.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

262.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

263.

1030B

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

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

[IF_IR_A_1_IR's solution](#)

264.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

265.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

266.

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, math, number theory

[IF_IR_A_1_IR's solution](#)

267.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: geometry

[IF_IR_A_1_IR's solution](#)

268.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: implementation, sortings

[IF_IR_A_1_IR's solution](#)

269.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: games, math

[IF_IR_A_1_IR's solution](#)

270.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

271.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

272.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: brute force

[IF_IR_A_1_IR's solution](#)

273.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2017-04-15 · MS C++ (first AC) · Tags: implementation, math, number theory

[IF_IR_A_1_IR's solution](#)

274.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: data structures, implementation

[IF_IR_A_1_IR's solution](#)

275.

765B

[Code obfuscation](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

276.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

277.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2016-07-09 · GNU C++ (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

278.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

279.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

280.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[IF_IR_A_1_IR's solution](#)

281.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

282.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[IF_IR_A_1_IR's solution](#)

283.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

284.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

285.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

286.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[IF_IR_A_1_IR's solution](#)

287.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[IF_IR_A_1_IR's solution](#)

288.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

289.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[IF_IR_A_1_IR's solution](#)

290.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

291.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[IF_IR_A_1_IR's solution](#)

292.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

293.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[IF_IR_A_1_IR's solution](#)

294.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IF_IR_A_1_IR's solution](#)

295.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[IF_IR_A_1_IR's solution](#)

296.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

297.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[IF_IR_A_1_IR's solution](#)

298.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[IF_IR_A_1_IR's solution](#)

299.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[IF_IR_A_1_IR's solution](#)

300.

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

[IF_IR_A_1_IR's solution](#)

301.

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

[IF_IR_A_1_IR's solution](#)

302.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[IF_IR_A_1_IR's solution](#)

303.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[IF_IR_A_1_IR's solution](#)

304.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[IF_IR_A_1_IR's solution](#)

305.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[IF_IR_A_1_IR's solution](#)

306.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

307.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

308.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[IF_IR_A_1_IR's solution](#)

309.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

310.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

311.

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

[IF_IR_A_1_IR's solution](#)

312.

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

[IF_IR_A_1_IR's solution](#)

313.

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

[IF_IR_A_1_IR's solution](#)

314.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

315.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

316.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[IF_IR_A_1_IR's solution](#)

317.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

318.

928A

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

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

[IF_IR_A_1_IR's solution](#)

319.

908B

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

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

[IF_IR_A_1_IR's solution](#)

320.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

321.

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · Delphi (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

322.

765C

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

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

[IF_IR_A_1_IR's solution](#)

323.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

324.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

325.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-08-19 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, greedy, two pointers

[IF_IR_A_1_IR's solution](#)

326.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

327.

1382C1

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

Rating: 1300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[IF_IR_A_1_IR's solution](#)

328.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

329.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

330.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

331.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

332.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

333.

1064C

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

Rating: 1300 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

334.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

335.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[IF_IR_A_1_IR's solution](#)

336.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[IF_IR_A_1_IR's solution](#)

337.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[IF_IR_A_1_IR's solution](#)

338.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[IF_IR_A_1_IR's solution](#)

339.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[IF_IR_A_1_IR's solution](#)

340.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[IF_IR_A_1_IR's solution](#)

341.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[IF_IR_A_1_IR's solution](#)

342.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[IF_IR_A_1_IR's solution](#)

343.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

344.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers
[IF_IR_A_1_IR's solution](#)

345.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[IF_IR_A_1_IR's solution](#)

346.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[IF_IR_A_1_IR's solution](#)

347.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,901 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[IF_IR_A_1_IR's solution](#)

348.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

349.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
[IF_IR_A_1_IR's solution](#)

350.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[IF_IR_A_1_IR's solution](#)

351.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[IF_IR_A_1_IR's solution](#)

352.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[IF_IR_A_1_IR's solution](#)

353.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[IF_IR_A_1_IR's solution](#)

354.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

355.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

356.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

357.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[IF_IR_A_1_IR's solution](#)

358.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

359.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[IF_IR_A_1_IR's solution](#)

360.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[IF_IR_A_1_IR's solution](#)

361.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

362.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation
[IF_IR_A_1_IR's solution](#)

363.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[IF_IR_A_1_IR's solution](#)

364.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

365.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[IF_IR_A_1_IR's solution](#)

366.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

367.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[IF_IR_A_1_IR's solution](#)

368.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

369.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

370.

929B

[A&B&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[IF_IR_A_1_IR's solution](#)

371.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory
[IF_IR_A_1_IR's solution](#)

372.

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: —
[IF_IR_A_1_IR's solution](#)

373.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: combinatorics, math
[IF_IR_A_1_IR's solution](#)

374.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: greedy
[IF_IR_A_1_IR's solution](#)

375.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[IF_IR_A_1_IR's solution](#)

376.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-17 · GNU C++ (first AC) · Tags: data structures, implementation, math
[IF_IR_A_1_IR's solution](#)

377.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · MS C++ (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

378.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

379.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: *special, implementation, math
[IF_IR_A_1_IR's solution](#)

380.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, implementation, math
[IF_IR_A_1_IR's solution](#)

381.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: brute force
[IF_IR_A_1_IR's solution](#)

382.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[IF_IR_A_1_IR's solution](#)

383.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[IF_IR_A_1_IR's solution](#)

384.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

385.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[IF_IR_A_1_IR's solution](#)

386.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[IF_IR_A_1_IR's solution](#)

387.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[IF_IR_A_1_IR's solution](#)

388.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[IF_IR_A_1_IR's solution](#)

389.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IF_IR_A_1_IR's solution](#)

390.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

391.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

392.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

393.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

394.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

395.

1303B

[National Project](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

396.

1167C

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

Quality: 26,000 global accepts · Rating: 1400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IF_IR_A_1_IR's solution](#)

397.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[IF_IR_A_1_IR's solution](#)

398.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

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399.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

400.

1285C

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Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IF_IR_A_1_IR's solution](#)

401.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[IF_IR_A_1_IR's solution](#)

402.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

403.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[IF_IR_A_1_IR's solution](#)

404.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

405.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

406.

1276A

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Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[IF_IR_A_1_IR's solution](#)

407.

1215B

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Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[IF_IR_A_1_IR's solution](#)

408.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

409.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[IF_IR_A_1_IR's solution](#)

410.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

411.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

412.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[IF_IR_A_1_IR's solution](#)

413.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

414.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

415.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[IF_IR_A_1_IR's solution](#)

416.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

417.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[IF_IR_A_1_IR's solution](#)

418.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[IF_IR_A_1_IR's solution](#)

419.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

420.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

421.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

422.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

423.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

424.

929A

[A@Ca!C B C\\$5C^>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[IF_IR_A_1_IR's solution](#)

425.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[IF_IR_A_1_IR's solution](#)

426.

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

427.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: implementation, strings

[IF_IR_A_1_IR's solution](#)

428.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: dfs and similar, math

[IF_IR_A_1_IR's solution](#)

429.

816B

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Quality: 27,372 global accepts · Rating: 1400 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[IF_IR_A_1_IR's solution](#)

430.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[IF_IR_A_1_IR's solution](#)

431.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · MS C++ (first AC) · Tags: dp, greedy, implementation

[IF_IR_A_1_IR's solution](#)

432.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

433.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

434.

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory

[IF_IR_A_1_IR's solution](#)

435.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[IF_IR_A_1_IR's solution](#)

436.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[IF_IR_A_1_IR's solution](#)

437.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[IF_IR_A_1_IR's solution](#)

438.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IF_IR_A_1_IR's solution](#)

439.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IF_IR_A_1_IR's solution](#)

440.

1340A

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

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

[IF_IR_A_1_IR's solution](#)

441.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

442.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

443.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

444.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

445.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[IF_IR_A_1_IR's solution](#)

446.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

447.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

448.

1031B

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

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

449.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

450.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[IF_IR_A_1_IR's solution](#)

451.

1084C

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

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[IF_IR_A_1_IR's solution](#)

452.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[IF_IR_A_1_IR's solution](#)

453.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[IF_IR_A_1_IR's solution](#)

454.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[IF_IR_A_1_IR's solution](#)

455.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[IF_IR_A_1_IR's solution](#)

456.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[IF_IR_A_1_IR's solution](#)

457.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[IF_IR_A_1_IR's solution](#)

458.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[IF_IR_A_1_IR's solution](#)

459.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

460.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[IF_IR_A_1_IR's solution](#)

461.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[IF_IR_A_1_IR's solution](#)

462.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

463.

1269B

[Modulo Equality · Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[IF_IR_A_1_IR's solution](#)

464.

1278B

[A and B · Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

465.

1215C

[Swap Letters · Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IF_IR_A_1_IR's solution](#)

466.

1236B

[Alice and the List of Presents · Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[IF_IR_A_1_IR's solution](#)

467.

1264A

[Beautiful Regional Contest · Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

468.

1263D

[Secret Passwords · Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IF_IR_A_1_IR's solution](#)

469.

1253C

[Sweets Eating · Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[IF_IR_A_1_IR's solution](#)

470.

1242A

[Tile Painting · Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[IF_IR_A_1_IR's solution](#)

471.

1181B

[Split a Number · Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

472.

1208B

[Uniqueness · Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

473.

1179A

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

Quality: 11,797 global accepts · Rating: 1500 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

474.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[IF_IR_A_1_IR's solution](#)

475.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[IF_IR_A_1_IR's solution](#)

476.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

477.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[IF_IR_A_1_IR's solution](#)

478.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[IF_IR_A_1_IR's solution](#)

479.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[IF_IR_A_1_IR's solution](#)

480.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

481.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[IF_IR_A_1_IR's solution](#)

482.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[IF_IR_A_1_IR's solution](#)

483.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[IF_IR_A_1_IR's solution](#)

484.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[IF_IR_A_1_IR's solution](#)

485.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

486.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: implementation, math
[IF_IR_A_1_IR's solution](#)

487.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[IF_IR_A_1_IR's solution](#)

488.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[IF_IR_A_1_IR's solution](#)

489.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,879 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation
[IF_IR_A_1_IR's solution](#)

490.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,105 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

491.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[IF_IR_A_1_IR's solution](#)

492.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: brute force, implementation
[IF_IR_A_1_IR's solution](#)

493.

812C

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Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: binary search, sortings

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494.

231B

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495.

774D

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Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · GNU C (first AC) · Tags: *special, constructive algorithms, implementation, sortings

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496.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-12 · GNU C++ (first AC) · Tags: *special, dfs and similar, graphs, implementation

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497.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, dp, implementation

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498.

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

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499.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

500.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[IF_IR_A_1_IR's solution](#)

501.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[IF_IR_A_1_IR's solution](#)

502.

1976C

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Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

503.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[IF_IR_A_1_IR's solution](#)

504.

1920C

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Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[IF_IR_A_1_IR's solution](#)

505.

1886C

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Quality: 16,599 global accepts · Rating: 1600 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[IF_IR_A_1_IR's solution](#)

506.

956B

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

Rating: 1600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[IF_IR_A_1_IR's solution](#)

507.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[IF_IR_A_1_IR's solution](#)

508.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[IF_IR_A_1_IR's solution](#)

509.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[IF_IR_A_1_IR's solution](#)

510.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[IF_IR_A_1_IR's solution](#)

511.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[IF_IR_A_1_IR's solution](#)

512.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

513.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[IF_IR_A_1_IR's solution](#)

514.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[IF_IR_A_1_IR's solution](#)

515.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IF_IR_A_1_IR's solution](#)

516.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

517.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[IF_IR_A_1_IR's solution](#)

518.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

519.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

520.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

521.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

522.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[IF_IR_A_1_IR's solution](#)

523.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

524.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

525.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[IF_IR_A_1_IR's solution](#)

526.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[IF_IR_A_1_IR's solution](#)

527.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[IF_IR_A_1_IR's solution](#)

528.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[IF_IR_A_1_IR's solution](#)

529.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[IF_IR_A_1_IR's solution](#)

530.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[IF_IR_A_1_IR's solution](#)

531.

1290A

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Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[IF_IR_A_1_IR's solution](#)

532.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[IF_IR_A_1_IR's solution](#)

533.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

534.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[IF_IR_A_1_IR's solution](#)

535.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[IF_IR_A_1_IR's solution](#)

536.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[IF_IR_A_1_IR's solution](#)

537.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[IF_IR_A_1_IR's solution](#)

538.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[IF_IR_A_1_IR's solution](#)

539.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[IF_IR_A_1_IR's solution](#)

540.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[IF_IR_A_1_IR's solution](#)

541.

1223C

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Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[IF_IR_A_1_IR's solution](#)

542.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[IF_IR_A_1_IR's solution](#)

543.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[IF_IR_A_1_IR's solution](#)

544.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[IF_IR_A_1_IR's solution](#)

545.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[IF_IR_A_1_IR's solution](#)

546.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: trees

[IF_IR_A_1_IR's solution](#)

547.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[IF_IR_A_1_IR's solution](#)

548.

1175B

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Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[IF_IR_A_1_IR's solution](#)

549.

1140C

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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

[IF_IR_A_1_IR's solution](#)

550.

1112B

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Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

551.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[IF_IR_A_1_IR's solution](#)

552.

1096C

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Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

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553.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

554.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

555.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

556.

1033C

[Permutation Game](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

557.

1028C

[Rectangles](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

558.

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

[IF_IR_A_1_IR's solution](#)

559.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IF_IR_A_1_IR's solution](#)

560.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

561.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[IF_IR_A_1_IR's solution](#)

562.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IF_IR_A_1_IR's solution](#)

563.

904C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: strings

[IF_IR_A_1_IR's solution](#)

564.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[IF_IR_A_1_IR's solution](#)

565.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++ (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

566.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[IF_IR_A_1_IR's solution](#)

567.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: dp, implementation

[IF_IR_A_1_IR's solution](#)

568.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: brute force, dp, strings, two pointers

[IF_IR_A_1_IR's solution](#)

569.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[IF_IR_A_1_IR's solution](#)

570.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[IF_IR_A_1_IR's solution](#)

571.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-07 · last AC: 2017-03-07 · GNU C++ (first AC) · Tags: binary search, ternary search

[IF_IR_A_1_IR's solution](#)

572.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2017-02-12 · GNU C++ (first AC) · Tags: bitmasks

[IF_IR_A_1_IR's solution](#)

573.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-08-19 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[IF_IR_A_1_IR's solution](#)

574.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[IF_IR_A_1_IR's solution](#)

575.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[IF_IR_A_1_IR's solution](#)

576.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[IF_IR_A_1_IR's solution](#)

577.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[IF_IR_A_1_IR's solution](#)

578.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[IF_IR_A_1_IR's solution](#)

579.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[IF_IR_A_1_IR's solution](#)

580.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[IF_IR_A_1_IR's solution](#)

581.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[IF_IR_A_1_IR's solution](#)

582.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[IF_IR_A_1_IR's solution](#)

583.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IF_IR_A_1_IR's solution](#)

584.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[IF_IR_A_1_IR's solution](#)

585.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[IF_IR_A_1_IR's solution](#)

586.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[IF_IR_A_1_IR's solution](#)

587.

1340B

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

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

[IF_IR_A_1_IR's solution](#)

588.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[IF_IR_A_1_IR's solution](#)

589.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

590.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

591.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[IF_IR_A_1_IR's solution](#)

592.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

593.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[IF_IR_A_1_IR's solution](#)

594.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[IF_IR_A_1_IR's solution](#)

595.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[IF_IR_A_1_IR's solution](#)

596.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[IF_IR_A_1_IR's solution](#)

597.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[IF_IR_A_1_IR's solution](#)

598.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[IF_IR_A_1_IR's solution](#)

599.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[IF_IR_A_1_IR's solution](#)

600.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[IF_IR_A_1_IR's solution](#)

601.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[IF_IR_A_1_IR's solution](#)

602.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[IF_IR_A_1_IR's solution](#)

603.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[IF_IR_A_1_IR's solution](#)

604.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[IF_IR_A_1_IR's solution](#)

605.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[IF_IR_A_1_IR's solution](#)

606.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[IF_IR_A_1_IR's solution](#)

607.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

608.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[IF_IR_A_1_IR's solution](#)

609.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

610.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[IF_IR_A_1_IR's solution](#)

611.

1229A

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

Rating: 1700 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[IF_IR_A_1_IR's solution](#)

612.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

613.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

614.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

615.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

616.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[IF_IR_A_1_IR's solution](#)

617.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

618.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

619.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
[IF_IR_A_1_IR's solution](#)

620.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[IF_IR_A_1_IR's solution](#)

621.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[IF_IR_A_1_IR's solution](#)

622.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[IF_IR_A_1_IR's solution](#)

623.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[IF_IR_A_1_IR's solution](#)

624.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu
[IF_IR_A_1_IR's solution](#)

625.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[IF_IR_A_1_IR's solution](#)

626.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[IF_IR_A_1_IR's solution](#)

627.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[IF_IR_A_1_IR's solution](#)

628.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[IF_IR_A_1_IR's solution](#)

629.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[IF_IR_A_1_IR's solution](#)

630.

1075C

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

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[IF_IR_A_1_IR's solution](#)

631.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[IF_IR_A_1_IR's solution](#)

632.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[IF_IR_A_1_IR's solution](#)

633.

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

[IF_IR_A_1_IR's solution](#)

634.

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

[IF_IR_A_1_IR's solution](#)

635.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[IF_IR_A_1_IR's solution](#)

636.

1009C

[Annoying Present](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

637.

967D

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[IF_IR_A_1_IR's solution](#)

638.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[IF_IR_A_1_IR's solution](#)

639.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: implementation

[IF_IR_A_1_IR's solution](#)

640.

929C

[A Special Problem](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math
[IF_IR_A_1_IR's solution](#)

641.

818D

[Multicolored Cars](#) · Tutorial

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: data structures, implementation
[IF_IR_A_1_IR's solution](#)

642.

816C

[Karen and Game](#) · Tutorial

Rating: 1700 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[IF_IR_A_1_IR's solution](#)

643.

813C

[The Tag Game](#) · Tutorial

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[IF_IR_A_1_IR's solution](#)

644.

797C

[Minimal string](#) · Tutorial

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-15 · MS C++ (first AC) · Tags: data structures, greedy, strings
[IF_IR_A_1_IR's solution](#)

645.

769D

[k-Interesting Pairs Of Integers](#) · Tutorial

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-07 · last AC: 2017-03-07 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[IF_IR_A_1_IR's solution](#)

646.

765D

[Artsem and Saunders](#) · Tutorial

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math
[IF_IR_A_1_IR's solution](#)

647.

687B

[Remainders Game](#) · Tutorial

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-12-25 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[IF_IR_A_1_IR's solution](#)

648.

1382D

[Unmerge](#) · Tutorial

Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[IF_IR_A_1_IR's solution](#)

649.

1068E

[Multihedgehog](#) · Tutorial

Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees
[IF_IR_A_1_IR's solution](#)

650.

1062D

[Fun with Integers](#) · Tutorial

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs,

implementation, math

[IF_IR_A_1_IR's solution](#)

651.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[IF_IR_A_1_IR's solution](#)

652.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[IF_IR_A_1_IR's solution](#)

653.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[IF_IR_A_1_IR's solution](#)

654.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

655.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

656.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[IF_IR_A_1_IR's solution](#)

657.

1084D

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

Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[IF_IR_A_1_IR's solution](#)

658.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-07 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

659.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[IF_IR_A_1_IR's solution](#)

660.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[IF_IR_A_1_IR's solution](#)

661.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[IF_IR_A_1_IR's solution](#)

662.

1299B

[Aerodynamic](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

663.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IF_IR_A_1_IR's solution](#)

664.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[IF_IR_A_1_IR's solution](#)

665.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[IF_IR_A_1_IR's solution](#)

666.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IF_IR_A_1_IR's solution](#)

667.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[IF_IR_A_1_IR's solution](#)

668.

1286A

[Garland](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

669.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

670.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IF_IR_A_1_IR's solution](#)

671.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[IF_IR_A_1_IR's solution](#)

672.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[IF_IR_A_1_IR's solution](#)

673.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

674.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[IF_IR_A_1_IR's solution](#)

675.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[IF_IR_A_1_IR's solution](#)

676.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[IF_IR_A_1_IR's solution](#)

677.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

678.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

679.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

680.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

681.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[IF_IR_A_1_IR's solution](#)

682.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[IF_IR_A_1_IR's solution](#)

683.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: games

[IF_IR_A_1_IR's solution](#)

684.

1173C

[Nauuo and Cards · Tutorial](#)

Rating: 1800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[IF_IR_A_1_IR's solution](#)

685.

1156B

[Ugly Pairs · Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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686.

1119D

[Frets On Fire · Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[IF_IR_A_1_IR's solution](#)

687.

1107D

[Compression · Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[IF_IR_A_1_IR's solution](#)

688.

1096D

[Easy Problem · Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

689.

1082D

[Maximum Diameter Graph · Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[IF_IR_A_1_IR's solution](#)

690.

1073C

[Vasya and Robot · Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[IF_IR_A_1_IR's solution](#)

691.

1016C

[Vasya And The Mushrooms · Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[IF_IR_A_1_IR's solution](#)

692.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[IF_IR_A_1_IR's solution](#)

693.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, interactive
[IF_IR_A_1_IR's solution](#)

694.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[IF_IR_A_1_IR's solution](#)

695.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: brute force, math
[IF_IR_A_1_IR's solution](#)

696.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: binary search, math
[IF_IR_A_1_IR's solution](#)

697.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[IF_IR_A_1_IR's solution](#)

698.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[IF_IR_A_1_IR's solution](#)

699.

1918D

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

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[IF_IR_A_1_IR's solution](#)

700.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[IF_IR_A_1_IR's solution](#)

701.

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[IF_IR_A_1_IR's solution](#)

702.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

703.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

704.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[IF_IR_A_1_IR's solution](#)

705.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[IF_IR_A_1_IR's solution](#)

706.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IF_IR_A_1_IR's solution](#)

707.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IF_IR_A_1_IR's solution](#)

708.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IF_IR_A_1_IR's solution](#)

709.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[IF_IR_A_1_IR's solution](#)

710.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[IF_IR_A_1_IR's solution](#)

711.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[IF_IR_A_1_IR's solution](#)

712.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[IF_IR_A_1_IR's solution](#)

713.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

714.

1303D

[Fill The Bag](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

715.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[IF_IR_A_1_IR's solution](#)

716.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[IF_IR_A_1_IR's solution](#)

717.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[IF_IR_A_1_IR's solution](#)

718.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[IF_IR_A_1_IR's solution](#)

719.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

720.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[IF_IR_A_1_IR's solution](#)

721.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[IF_IR_A_1_IR's solution](#)

722.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[IF_IR_A_1_IR's solution](#)

723.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[IF_IR_A_1_IR's solution](#)

724.

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[IF_IR_A_1_IR's solution](#)

725.

1260D

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

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

726.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[IF_IR_A_1_IR's solution](#)

727.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[IF_IR_A_1_IR's solution](#)

728.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[IF_IR_A_1_IR's solution](#)

729.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[IF_IR_A_1_IR's solution](#)

730.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[IF_IR_A_1_IR's solution](#)

731.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[IF_IR_A_1_IR's solution](#)

732.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[IF_IR_A_1_IR's solution](#)

733.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[IF_IR_A_1_IR's solution](#)

734.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[IF_IR_A_1_IR's solution](#)

735.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[IF_IR_A_1_IR's solution](#)

736.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[IF_IR_A_1_IR's solution](#)

737.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[IF_IR_A_1_IR's solution](#)

738.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[IF_IR_A_1_IR's solution](#)

739.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[IF_IR_A_1_IR's solution](#)

740.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[IF_IR_A_1_IR's solution](#)

741.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: brute force

[IF_IR_A_1_IR's solution](#)

742.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[IF_IR_A_1_IR's solution](#)

743.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[IF_IR_A_1_IR's solution](#)

744.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[IF_IR_A_1_IR's solution](#)

745.

1112C

[Diana and Liana](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

746.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[IF_IR_A_1_IR's solution](#)

747.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

748.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

749.

1075D

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

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[IF_IR_A_1_IR's solution](#)

750.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[IF_IR_A_1_IR's solution](#)

751.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

752.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-23 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, trees

[IF_IR_A_1_IR's solution](#)

753.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings, trees

[IF_IR_A_1_IR's solution](#)

754.

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[IF_IR_A_1_IR's solution](#)

755.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[IF_IR_A_1_IR's solution](#)

756.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[IF_IR_A_1_IR's solution](#)

757.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[IF_IR_A_1_IR's solution](#)

758.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

759.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

760.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[IF_IR_A_1_IR's solution](#)

761.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[IF_IR_A_1_IR's solution](#)

762.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[IF_IR_A_1_IR's solution](#)

763.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[IF_IR_A_1_IR's solution](#)

764.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[IF_IR_A_1_IR's solution](#)

765.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[IF_IR_A_1_IR's solution](#)

766.

1060E

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

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[IF_IR_A_1_IR's solution](#)

767.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[IF_IR_A_1_IR's solution](#)

768.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[IF_IR_A_1_IR's solution](#)

769.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[IF_IR_A_1_IR's solution](#)

770.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[IF_IR_A_1_IR's solution](#)

771.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[IF_IR_A_1_IR's solution](#)

772.

1301D

[Time to Run](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

773.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IF_IR_A_1_IR's solution](#)

774.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[IF_IR_A_1_IR's solution](#)

775.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[IF_IR_A_1_IR's solution](#)

776.

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

777.

1268B

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[IF_IR_A_1_IR's solution](#)

778.

1266D

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779.

1280C

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Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[IF_IR_A_1_IR's solution](#)

780.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[IF_IR_A_1_IR's solution](#)

781.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

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782.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[IF_IR_A_1_IR's solution](#)

783.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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784.

1256E

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Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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785.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings
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786.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[IF_IR_A_1_IR's solution](#)

787.

1223D

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Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
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788.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
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789.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[IF_IR_A_1_IR's solution](#)

790.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[IF_IR_A_1_IR's solution](#)

791.

1162E

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Rating: 2000 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: games
[IF_IR_A_1_IR's solution](#)

792.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[IF_IR_A_1_IR's solution](#)

793.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

794.

1131D

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Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[IF_IR_A_1_IR's solution](#)

795.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[IF_IR_A_1_IR's solution](#)

796.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[IF_IR_A_1_IR's solution](#)

797.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[IF_IR_A_1_IR's solution](#)

798.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

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799.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[IF_IR_A_1_IR's solution](#)

800.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2019-08-16 · last AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[IF_IR_A_1_IR's solution](#)

801.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

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802.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[IF_IR_A_1_IR's solution](#)

803.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[IF_IR_A_1_IR's solution](#)

804.

1920E

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Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

805.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[IF_IR_A_1_IR's solution](#)

806.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[IF_IR_A_1_IR's solution](#)

807.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

808.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[IF_IR_A_1_IR's solution](#)

809.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[IF_IR_A_1_IR's solution](#)

810.

1039B

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Quality: 2,596 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[IF_IR_A_1_IR's solution](#)

811.

1333D

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Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

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812.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[IF_IR_A_1_IR's solution](#)

813.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing,

strings

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814.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[IF_IR_A_1_IR's solution](#)

815.

111C

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Quality: 1,583 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu

[IF_IR_A_1_IR's solution](#)

816.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[IF_IR_A_1_IR's solution](#)

817.

1152D

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Quality: 2,579 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[IF_IR_A_1_IR's solution](#)

818.

1151E

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[IF_IR_A_1_IR's solution](#)

819.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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820.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[IF_IR_A_1_IR's solution](#)

821.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[IF_IR_A_1_IR's solution](#)

822.

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

823.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[IF_IR_A_1_IR's solution](#)

824.

1278D

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Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[IF IR A 1 IR's solution](#)

825.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
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826.

1265E

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Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities
[IF IR A 1 IR's solution](#)

827.

1263E

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Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[IF IR A 1 IR's solution](#)

828.

1254B2

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[IF IR A 1 IR's solution](#)

829.

1223E

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830.

1217D

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831.

1207F

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832.

1202C

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833.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
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834.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
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835.

1112D

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Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings
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836.

1117D

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837.

1106E

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838.

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[IF_IR_A_1_IR's solution](#)

839.

960F

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[IF_IR_A_1_IR's solution](#)

840.

2112E

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841.

1918E

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[IF_IR_A_1_IR's solution](#)

842.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[IF_IR_A_1_IR's solution](#)

843.

1338C

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Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[IF_IR_A_1_IR's solution](#)

844.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[IF_IR_A_1_IR's solution](#)

845.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[IF_IR_A_1_IR's solution](#)

846.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[IF_IR_A_1_IR's solution](#)

847.

1034B

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Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[IF_IR_A_1_IR's solution](#)

848.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[IF_IR_A_1_IR's solution](#)

849.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[IF_IR_A_1_IR's solution](#)

850.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[IF_IR_A_1_IR's solution](#)

851.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[IF_IR_A_1_IR's solution](#)

852.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[IF_IR_A_1_IR's solution](#)

853.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

854.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[IF_IR_A_1_IR's solution](#)

855.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[IF_IR_A_1_IR's solution](#)

856.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[IF_IR_A_1_IR's solution](#)

857.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[IF_IR_A_1_IR's solution](#)

858.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[IF_IR_A_1_IR's solution](#)

859.

1278E

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

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[IF_IR_A_1_IR's solution](#)

860.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[IF_IR_A_1_IR's solution](#)

861.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

862.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[IF_IR_A_1_IR's solution](#)

863.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[IF_IR_A_1_IR's solution](#)

864.

1253E

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Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

865.

1246C

[Rock Is Push](#) · [Tutorial](#)

Quality: 2200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[IF_IR_A_1_IR's solution](#)

866.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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867.

1238E

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868.

1220E

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Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

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869.

1181D

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Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

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870.

1179C

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871.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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872.

1194E

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Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

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873.

1175E

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Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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874.

1159D

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Quality: 2200 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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875.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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876.

1156D

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877.

1140E

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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

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878.

1136E

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879.

518E

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880.

1117E

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[IF_IR_A_1_IR's solution](#)

881.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[IF_IR_A_1_IR's solution](#)

882.

1100E

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883.

1065D

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884.

1342E

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Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

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885.

1004D

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Quality: 1,499 global accepts · Rating: 2300 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[IF_IR_A_1_IR's solution](#)

886.

1062E

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Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[IF_IR_A_1_IR's solution](#)

887.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[IF_IR_A_1_IR's solution](#)

888.

1085E

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Quality: 1,122 global accepts · Rating: 2300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IF_IR_A_1_IR's solution](#)

889.

22E

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Quality: 2,080 global accepts · Rating: 2300 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[IF_IR_A_1_IR's solution](#)

890.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[IF_IR_A_1_IR's solution](#)

891.

1304F1

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892.

1151F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[IF_IR_A_1_IR's solution](#)

893.

1167F

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Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[IF_IR_A_1_IR's solution](#)

894.

1292C

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Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[IF_IR_A_1_IR's solution](#)

895.

1285E

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Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

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896.

1282D

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897.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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898.

1244F

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Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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899.

1228E

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Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

900.

1251E1

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Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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901.

1245E

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902.

1245F

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903.

1217E

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904.

1198D

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905.

1148E

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906.

1190C

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907.

1197E

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Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[IF_IR_A_1_IR's solution](#)

908.

1189E

[Count Pairs](#) · [Tutorial](#)

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909.

1132D

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[IF_IR_A_1_IR's solution](#)

910.

1132E

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Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[IF_IR_A_1_IR's solution](#)

911.

1131E

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Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[IF_IR_A_1_IR's solution](#)

912.

1093G

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[IF_IR_A_1_IR's solution](#)

913.

1886E

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914.

1061F

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915.

1348E

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Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
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916.

1340C

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[IF_IR_A_1_IR's solution](#)

917.

1000F

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[IF_IR_A_1_IR's solution](#)

918.

1004E

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Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[IF_IR_A_1_IR's solution](#)

919.

1007B

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920.

1036F

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921.

1036E

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922.

1333E

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923.

1329C

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924.

1109D

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Quality: 1,502 global accepts · Rating: 2400 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[IF_IR_A_1_IR's solution](#)

925.

1080E

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Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

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926.

1326E

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Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[IF_IR_A_1_IR's solution](#)

927.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

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928.

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[IF_IR_A_1_IR's solution](#)

929.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[IF_IR_A_1_IR's solution](#)

930.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[IF_IR_A_1_IR's solution](#)

931.

1282E

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Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

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932.

1244G

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Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[IF_IR_A_1_IR's solution](#)

933.

1264C

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Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

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934.

1263F

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Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[IF_IR_A_1_IR's solution](#)

935.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[IF_IR_A_1_IR's solution](#)

936.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[IF_IR_A_1_IR's solution](#)

937.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[IF_IR_A_1_IR's solution](#)

938.

1237E

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Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[IF_IR_A_1_IR's solution](#)

939.

1205C

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

[IF_IR_A_1_IR's solution](#)

940.

311B

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Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[IF_IR_A_1_IR's solution](#)

941.

1083E

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Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[IF_IR_A_1_IR's solution](#)

942.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[IF_IR_A_1_IR's solution](#)

943.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[IF_IR_A_1_IR's solution](#)

944.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[IF_IR_A_1_IR's solution](#)

945.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[IF_IR_A_1_IR's solution](#)

946.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-30 · last AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[IF_IR_A_1_IR's solution](#)

947.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[IF_IR_A_1_IR's solution](#)

948.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[IF_IR_A_1_IR's solution](#)

949.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
[IF_IR_A_1_IR's solution](#)

950.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[IF_IR_A_1_IR's solution](#)

951.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[IF_IR_A_1_IR's solution](#)

952.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[IF_IR_A_1_IR's solution](#)

953.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[IF_IR_A_1_IR's solution](#)

954.

1320D

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Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[IF_IR_A_1_IR's solution](#)

955.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[IF_IR_A_1_IR's solution](#)

956.

1301E

[Nanosoft](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

957.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[IF_IR_A_1_IR's solution](#)

958.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[IF_IR_A_1_IR's solution](#)

959.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[IF_IR_A_1_IR's solution](#)

960.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: games

[IF_IR_A_1_IR's solution](#)

961.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

962.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, trees

[IF_IR_A_1_IR's solution](#)

963.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[IF_IR_A_1_IR's solution](#)

964.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

965.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[IF_IR_A_1_IR's solution](#)

966.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[IF_IR_A_1_IR's solution](#)

967.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IF_IR_A_1_IR's solution](#)

968.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[IF_IR_A_1_IR's solution](#)

969.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[IF_IR_A_1_IR's solution](#)

970.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[IF_IR_A_1_IR's solution](#)

971.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[IF_IR_A_1_IR's solution](#)

972.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-08-18 · last AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[IF_IR_A_1_IR's solution](#)

973.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[IF_IR_A_1_IR's solution](#)

974.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IF_IR_A_1_IR's solution](#)

975.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[IF_IR_A_1_IR's solution](#)

976.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[IF_IR_A_1_IR's solution](#)

977.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[IF_IR_A_1_IR's solution](#)

978.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-12-12 · last AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[IF_IR_A_1_IR's solution](#)

979.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[IF_IR_A_1_IR's solution](#)

980.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[IF_IR_A_1_IR's solution](#)

981.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[IF_IR_A_1_IR's solution](#)

982.

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-04-16 · last AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[IF_IR_A_1_IR's solution](#)

983.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-05 · Python 3 (first AC) · Tags: *special, binary search, brute force

[IF_IR_A_1_IR's solution](#)

984.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-05 · Python 3 (first AC) · Tags: *special, geometry

[IF_IR_A_1_IR's solution](#)

985.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-05 · Python 3 (first AC) · Tags: *special, geometry

[IF_IR_A_1_IR's solution](#)

986.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-05 · Python 2 (first AC) · Tags: *special, games, interactive

[IF_IR_A_1_IR's solution](#)

987.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-05 · Python 2 (first AC) · Tags: *special, string suffix structures

[IF_IR_A_1_IR's solution](#)

988.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[IF_IR_A_1_IR's solution](#)

989.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[IF_IR_A_1_IR's solution](#)

990.

102558C

[Add @ to the End of the String](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

991.

102558B

[AtCoder Beginner Contest 186](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

992.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[IF_IR_A_1_IR's solution](#)

993.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math, number theory

[IF_IR_A_1_IR's solution](#)

994.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

995.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[IF_IR_A_1_IR's solution](#)

996.

1319E

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

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

[IF_IR_A_1_IR's solution](#)

997.

1319D

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

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

[IF_IR_A_1_IR's solution](#)

998.

1319C

[Remove Adjacent](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

999.

1319B

[Journey Planning](#) · [Tutorial](#)

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

[IF_IR_A_1_IR's solution](#)

1000.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

1001.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[IF_IR_A_1_IR's solution](#)

1002.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[IF_IR_A_1_IR's solution](#)

1003.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[IF_IR_A_1_IR's solution](#)

1004.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, strings

[IF_IR_A_1_IR's solution](#)

1005.

1298B

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

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

1006.

1298A

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

Rating: — · first AC: 2020-02-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[IF_IR_A_1_IR's solution](#)

1007.

100238B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1008.

100238D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1009.

100238A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1010.

1302C

[Segment tree or Fenwick? · Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IF_IR_A_1_IR's solution](#)

1011.

1302A

[Nash equilibrium · Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1012.

100377L

[Travel \(High\) · Tutorial](#)

Rating: — · first AC: 2019-08-10 · last AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1013.

100377M

[Petya and average \(High\) · Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1014.

100377N

[Deputies on the tree \(High\) · Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1015.

100376G

[Petya and the game · Tutorial](#)

Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1016.

100377G

[Petya and the game · Tutorial](#)

Rating: — · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1017.

102152D

[XOR Permutations · Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1018.

102152K

[Subarrays OR · Tutorial](#)

Rating: — · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1019.

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[IF_IR_A_1_IR's solution](#)

1020.

100549E

[A480>D\\$5Ct0 Că1 Că1Că1D”5CÔ=Că< Că>CÔ5](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1021.

100549F

[ATUBD](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1022.

100549I

[B5D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1023.

100549J

[A5>D8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1024.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1025.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1026.

100850E

[A@CÔ8CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1027.

100850H

[AäBD1QD" >C >D,,8C :C E](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1028.

100850J

[Aô@CäAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1029.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1030.

100850I

[AäCÄ5CÔ 2C ;DäBD°](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1031.

100850A

[A 3Dc5BÔ>CÄÔ;Dä1C,,BCT;DÀ](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1032.

100850F

[B700a>C0>Cd0D\\$8Dö](#)

Rating: — · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1033.

101187C

[A45D#D`5 C`KCd8](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1034.

101187D

[IQ D\\$50cBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1035.

101187I

[AãDíGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1036.

101187K

[«A..ACm;Däg ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1037.

101187A

[A700d\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2018-10-28 · last AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1038.

101187B

[A 2D\\$>C CD](#)

Rating: — · first AC: 2018-10-28 · last AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1039.

100083D

[B\\$Dri0, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1040.

100083C

[AÄ>DíBD°](#)

Rating: — · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1041.

100140C

[k-D 2Dö7CÔ>D BDÀ](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1042.

100140A

[AÄ00aAC,,<C ;DÄ=D`9 Cò>D\\$>C](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1043.

101739B

[A05D\\$0C< 3D CC >!](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1044.

101739A

[A0>0\\$KCR BCTEC0>C`>C48C€](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1045.

1017132

[A#Z04D 0D\\$K C, :D41D°](#)

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

[IF_IR_A_1_IR's solution](#)

1046.

1017145

[B400;0T=C,,5 Dt8D 5C°](#)

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

[IF_IR_A_1_IR's solution](#)

1047.

1017133

[A 8DDB](#)

Rating: — · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1048.

1017131

[B4D4GD,,5C08CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1049.

101636M

[A\\$DAD\\$0C0>C\\$;CT=C,,5 C0>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-12-20 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1050.

101636A

[B\\$C0D8Ct<](#)

Rating: — · first AC: 2017-12-20 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1051.

101551E

[B-00t1G,5C08CR =C ?C @D°](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1052.

101551D

[A0;CäEC O CÄ=Cä3Cä7C 4C GC0>D BDÄ](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1053.

101551G

[A0;CT5D C,,=C4ACÄ0C0>C](#)

Rating: — · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1054.

100133C

[B @C2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[IF_IR_A_1_IR's solution](#)

1055.

100133B

[B U0,0,GCÔKCR ?Cä4D BD >C#8](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

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