

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

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# Unique solved — IGVA

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

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

Filters: none

Count: 636

1.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

2.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,442 global accepts · Rating: 800 · first AC: 2023-08-15 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

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3.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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4.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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5.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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6.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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7.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IGVA's solution](#)

8.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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9.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**10.**

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**11.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**12.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

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**13.**

1438A

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

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

[IGVA's solution](#)

**14.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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**15.**

1358A

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Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**16.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IGVA's solution](#)

**17.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IGVA's solution](#)

**18.**

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IGVA's solution](#)

**19.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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**20.**

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**21.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**22.**

1337A

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

Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IGVA's solution](#)

**23.**

1335A

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

Quality: 104,814 global accepts · Rating: 800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[IGVA's solution](#)

**24.**

1328A

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

Quality: 131,931 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**25.**

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**26.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
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**27.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory  
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**28.**

1323A

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

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
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**29.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**30.**

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  
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**31.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

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**32.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

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**33.**

1301A

[Three Strings](#) · [Tutorial](#)

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

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**34.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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

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**35.**

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

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**36.**

1296A

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

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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**37.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

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**38.**

1285A

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

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**39.**

1287A

[Angry Students](#) · [Tutorial](#)

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**40.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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**41.**

1102A

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

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**42.**

1080A

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

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**43.**

1061A

[Coins](#) · [Tutorial](#)

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**44.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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**45.**

1058A

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

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**46.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**47.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**48.**

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**49.**

992A

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

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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**50.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**51.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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**52.**

919A

[Supermarket](#) · [Tutorial](#)

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**53.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

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**54.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**55.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**56.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
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**57.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
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**58.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**59.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**60.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: brute force, math  
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**61.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**62.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**63.**

1343A

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**64.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

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**65.**

1335B

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**66.**

1339A

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**67.**

1330A

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

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**68.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**69.**

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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**70.**

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

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**71.**

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

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**72.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

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**73.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

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**74.**

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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**75.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

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

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**76.**

1011A

[Stages](#) · [Tutorial](#)

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

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**77.**

1008A

[Romaji](#) · [Tutorial](#)

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

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**78.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**79.**

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**80.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-13 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**81.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**82.**

872A

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

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**83.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-18 · last AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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**84.**

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[IGVA's solution](#)

**85.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**86.**

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy,

implementation, two pointers

[IGVA's solution](#)

**87.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[IGVA's solution](#)

**88.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**89.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**90.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

**91.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**92.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**93.**

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**94.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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**95.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**96.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

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**97.**

1020A

[New Building for SIS](#) · [Tutorial](#)

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**98.**

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IGVA's solution](#)

**99.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**100.**

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**101.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**102.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**103.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

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**104.**

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**105.**

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[IGVA's solution](#)

**106.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-06 · last AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**107.**

864B

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

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

[IGVA's solution](#)

**108.**

864A

[Fair Game](#) · [Tutorial](#)

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

## 109.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: math  
[IGVA's solution](#)

## 110.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[IGVA's solution](#)

## 111.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[IGVA's solution](#)

## 112.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[IGVA's solution](#)

## 113.

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math  
[IGVA's solution](#)

## 114.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[IGVA's solution](#)

## 115.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[IGVA's solution](#)

## 116.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IGVA's solution](#)

## 117.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[IGVA's solution](#)

## 118.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[IGVA's solution](#)

**119.**

1327A

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

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**120.**

1324B

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

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

[IGVA's solution](#)

**121.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[IGVA's solution](#)

**122.**

1304B

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

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

[IGVA's solution](#)

**123.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[IGVA's solution](#)

**124.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**125.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[IGVA's solution](#)

**126.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**127.**

1058B

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

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[IGVA's solution](#)

**128.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[IGVA's solution](#)

**129.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-09 · Q# (first AC) · Tags: \*special

[IGVA's solution](#)

**130.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**131.**

919B

[Perfect Number](#) · [Tutorial](#)

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

[IGVA's solution](#)

**132.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**133.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**134.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[IGVA's solution](#)

**135.**

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**136.**

877A

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

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-24 · last AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IGVA's solution](#)

**137.**

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-15 · Java 8 (first AC) · Tags: brute force, dp, greedy, math

[IGVA's solution](#)

**138.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[IGVA's solution](#)

**139.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[IGVA's solution](#)

## 140.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[IGVA's solution](#)

## 141.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[IGVA's solution](#)

## 142.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[IGVA's solution](#)

## 143.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[IGVA's solution](#)

## 144.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IGVA's solution](#)

## 145.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[IGVA's solution](#)

## 146.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[IGVA's solution](#)

## 147.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IGVA's solution](#)

## 148.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IGVA's solution](#)

## 149.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[IGVA's solution](#)

**150.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[IGVA's solution](#)

**151.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IGVA's solution](#)

**152.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IGVA's solution](#)

**153.**

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[IGVA's solution](#)

**154.**

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  
[IGVA's solution](#)

**155.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[IGVA's solution](#)

**156.**

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games  
[IGVA's solution](#)

**157.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IGVA's solution](#)

**158.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IGVA's solution](#)

**159.**

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[IGVA's solution](#)

**160.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[IGVA's solution](#)

**161.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[IGVA's solution](#)

**162.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[IGVA's solution](#)

**163.**

1011B

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

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

**164.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[IGVA's solution](#)

**165.**

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[IGVA's solution](#)

**166.**

989B

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

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[IGVA's solution](#)

**167.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[IGVA's solution](#)

**168.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[IGVA's solution](#)

**169.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[IGVA's solution](#)

**170.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[IGVA's solution](#)

**171.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[IGVA's solution](#)

**172.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[IGVA's solution](#)

**173.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[IGVA's solution](#)

**174.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[IGVA's solution](#)

**175.**

903B

[The Modcrab](#) · [Tutorial](#)

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

[IGVA's solution](#)

**176.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**177.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[IGVA's solution](#)

**178.**

872B

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

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**179.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[IGVA's solution](#)

**180.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[IGVA's solution](#)

**181.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[IGVA's solution](#)

**182.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[IGVA's solution](#)

**183.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IGVA's solution](#)

**184.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**185.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**186.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IGVA's solution](#)

**187.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[IGVA's solution](#)

**188.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[IGVA's solution](#)

**189.**

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

**190.**

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

[IGVA's solution](#)

**191.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**192.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IGVA's solution](#)

**193.**

1285B

[Just Eat It!](#) · [Tutorial](#)

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

[IGVA's solution](#)

**194.**

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IGVA's solution](#)

**195.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**196.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**197.**

1058C

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

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[IGVA's solution](#)

**198.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[IGVA's solution](#)

**199.**

1008C

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

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

[IGVA's solution](#)

**200.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[IGVA's solution](#)

**201.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[IGVA's solution](#)

**202.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[IGVA's solution](#)

**203.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

## 204.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IGVA's solution](#)

## 205.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[IGVA's solution](#)

## 206.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IGVA's solution](#)

## 207.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IGVA's solution](#)

## 208.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[IGVA's solution](#)

## 209.

890C

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

Rating: 1300 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[IGVA's solution](#)

## 210.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IGVA's solution](#)

## 211.

872C

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[IGVA's solution](#)

## 212.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math

[IGVA's solution](#)

## 213.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[IGVA's solution](#)

**214.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[IGVA's solution](#)

**215.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[IGVA's solution](#)

**216.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[IGVA's solution](#)

**217.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[IGVA's solution](#)

**218.**

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IGVA's solution](#)

**219.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[IGVA's solution](#)

**220.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[IGVA's solution](#)

**221.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[IGVA's solution](#)

**222.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[IGVA's solution](#)

**223.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[IGVA's solution](#)

**224.**

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

[IGVA's solution](#)

**225.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IGVA's solution](#)

**226.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

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

[IGVA's solution](#)

**227.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[IGVA's solution](#)

**228.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

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

[IGVA's solution](#)

**229.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IGVA's solution](#)

**230.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-09 · Q# (first AC) · Tags: \*special

[IGVA's solution](#)

**231.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[IGVA's solution](#)

**232.**

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · last AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[IGVA's solution](#)

**233.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[IGVA's solution](#)

**234.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[IGVA's solution](#)

**235.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**236.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[IGVA's solution](#)

**237.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[IGVA's solution](#)

**238.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[IGVA's solution](#)

**239.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[IGVA's solution](#)

**240.**

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[IGVA's solution](#)

**241.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[IGVA's solution](#)

**242.**

1341C

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

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**243.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[IGVA's solution](#)

**244.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[IGVA's solution](#)

**245.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[IGVA's solution](#)

**246.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[IGVA's solution](#)

**247.**

1323B

[Count Subrectangles · Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[IGVA's solution](#)

**248.**

1313C1

[Skyscrapers \(easy version\) · Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[IGVA's solution](#)

**249.**

1304C

[Air Conditioner · Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[IGVA's solution](#)

**250.**

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

[IGVA's solution](#)

**251.**

1300C

[Anu Has a Function · Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[IGVA's solution](#)

**252.**

1296D

[Fight with Monsters · Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IGVA's solution](#)

**253.**

1296C

[Yet Another Walking Robot · Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[IGVA's solution](#)

**254.**

1287B

[Hyperset · Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[IGVA's solution](#)

**255.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[IGVA's solution](#)

**256.**

1141C

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

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**257.**

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**258.**

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[IGVA's solution](#)

**259.**

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[IGVA's solution](#)

**260.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[IGVA's solution](#)

**261.**

1011C

[Fly](#) · [Tutorial](#)

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

[IGVA's solution](#)

**262.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**263.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**264.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IGVA's solution](#)

**265.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[IGVA's solution](#)

**266.**

990C

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

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

[IGVA's solution](#)

**267.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[IGVA's solution](#)

**268.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[IGVA's solution](#)

**269.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

**270.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**271.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[IGVA's solution](#)

**272.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[IGVA's solution](#)

**273.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-13 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[IGVA's solution](#)

**274.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[IGVA's solution](#)

**275.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[IGVA's solution](#)

**276.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[IGVA's solution](#)

**277.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[IGVA's solution](#)

**278.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IGVA's solution](#)

**279.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[IGVA's solution](#)

**280.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**281.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IGVA's solution](#)

**282.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

**283.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[IGVA's solution](#)

**284.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[IGVA's solution](#)

**285.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IGVA's solution](#)

**286.**

1337C

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

Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[IGVA's solution](#)

**287.**

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IGVA's solution](#)

**288.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[IGVA's solution](#)

**289.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[IGVA's solution](#)

**290.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[IGVA's solution](#)

**291.**

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

[IGVA's solution](#)

**292.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[IGVA's solution](#)

**293.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[IGVA's solution](#)

**294.**

1288C

[Two Arrays](#) · [Tutorial](#)

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

[IGVA's solution](#)

**295.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[IGVA's solution](#)

**296.**

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IGVA's solution](#)

**297.**

1082B

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

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**298.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[IGVA's solution](#)

**299.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IGVA's solution](#)

**300.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[IGVA's solution](#)

**301.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[IGVA's solution](#)

**302.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[IGVA's solution](#)

**303.**

1017C

[The Phone Number](#) · [Tutorial](#)

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

[IGVA's solution](#)

**304.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**305.**

992B

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

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[IGVA's solution](#)

**306.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**307.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[IGVA's solution](#)

**308.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[IGVA's solution](#)

**309.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[IGVA's solution](#)

**310.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[IGVA's solution](#)

**311.**

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**312.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**313.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[IGVA's solution](#)

**314.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[IGVA's solution](#)

**315.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[IGVA's solution](#)

**316.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[IGVA's solution](#)

**317.**

1586C

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

Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[IGVA's solution](#)

**318.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[IGVA's solution](#)

**319.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[IGVA's solution](#)

**320.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[IGVA's solution](#)

**321.**

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[IGVA's solution](#)

**322.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[IGVA's solution](#)

**323.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[IGVA's solution](#)

**324.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[IGVA's solution](#)

**325.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[IGVA's solution](#)

**326.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[IGVA's solution](#)

**327.**

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[IGVA's solution](#)

**328.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[IGVA's solution](#)

**329.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[IGVA's solution](#)

**330.**

1330D

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

Rating: 1700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[IGVA's solution](#)

**331.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[IGVA's solution](#)

**332.**

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

[IGVA's solution](#)

**333.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[IGVA's solution](#)

**334.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[IGVA's solution](#)

**335.**

1321D

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

Rating: 1700 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[IGVA's solution](#)

**336.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IGVA's solution](#)

**337.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[IGVA's solution](#)

**338.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[IGVA's solution](#)

**339.**

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[IGVA's solution](#)

**340.**

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[IGVA's solution](#)

**341.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[IGVA's solution](#)

**342.**

1023D

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

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

[IGVA's solution](#)

**343.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**344.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[IGVA's solution](#)

**345.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[IGVA's solution](#)

**346.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[IGVA's solution](#)

**347.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[IGVA's solution](#)

**348.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[IGVA's solution](#)

**349.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[IGVA's solution](#)

**350.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[IGVA's solution](#)

**351.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IGVA's solution](#)

**352.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[IGVA's solution](#)

**353.**

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[IGVA's solution](#)

**354.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[IGVA's solution](#)

**355.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[IGVA's solution](#)

**356.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[IGVA's solution](#)

**357.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[IGVA's solution](#)

**358.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[IGVA's solution](#)

**359.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[IGVA's solution](#)

**360.**

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

[IGVA's solution](#)

**361.**

1330C

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

Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**362.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[IGVA's solution](#)

**363.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IGVA's solution](#)

**364.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[IGVA's solution](#)

**365.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[IGVA's solution](#)

**366.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[IGVA's solution](#)

**367.**

1304D

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

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

[IGVA's solution](#)

**368.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[IGVA's solution](#)

**369.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[IGVA's solution](#)

**370.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees  
[IGVA's solution](#)

**371.**

1287C

[Garland](#) · [Tutorial](#)

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

[IGVA's solution](#)

**372.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[IGVA's solution](#)

**373.**

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2019-05-23 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[IGVA's solution](#)

**374.**

221D

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

Rating: 1800 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IGVA's solution](#)

**375.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[IGVA's solution](#)

**376.**

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[IGVA's solution](#)

**377.**

1058D

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

Rating: 1800 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[IGVA's solution](#)

**378.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[IGVA's solution](#)

**379.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[IGVA's solution](#)

**380.**

1011E

[Border](#) · [Tutorial](#)

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

[IGVA's solution](#)

**381.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math  
[IGVA's solution](#)

**382.**

989C

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

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[IGVA's solution](#)

**383.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[IGVA's solution](#)

**384.**

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[IGVA's solution](#)

**385.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[IGVA's solution](#)

**386.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory  
[IGVA's solution](#)

**387.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer  
[IGVA's solution](#)

**388.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory  
[IGVA's solution](#)

**389.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory  
[IGVA's solution](#)

**390.**

1509D

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

Rating: 1900 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[IGVA's solution](#)

**391.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities  
[IGVA's solution](#)

**392.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[IGVA's solution](#)

**393.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[IGVA's solution](#)

**394.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[IGVA's solution](#)

**395.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[IGVA's solution](#)

**396.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[IGVA's solution](#)

**397.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[IGVA's solution](#)

**398.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[IGVA's solution](#)

**399.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[IGVA's solution](#)

**400.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[IGVA's solution](#)

**401.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IGVA's solution](#)

**402.**

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[IGVA's solution](#)

**403.**

224D

[Two Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-24 · last AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[IGVA's solution](#)

**404.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[IGVA's solution](#)

**405.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[IGVA's solution](#)

**406.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[IGVA's solution](#)

**407.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[IGVA's solution](#)

**408.**

1092F

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

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

[IGVA's solution](#)

**409.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IGVA's solution](#)

**410.**

1064E

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

Rating: 1900 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[IGVA's solution](#)

**411.**

1029D

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

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[IGVA's solution](#)

**412.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures  
[IGVA's solution](#)

**413.**

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[IGVA's solution](#)

**414.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2018-04-06 · last AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[IGVA's solution](#)

**415.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[IGVA's solution](#)

**416.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[IGVA's solution](#)

**417.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[IGVA's solution](#)

**418.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[IGVA's solution](#)

**419.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[IGVA's solution](#)

**420.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[IGVA's solution](#)

**421.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[IGVA's solution](#)

**422.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[IGVA's solution](#)

**423.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**424.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[IGVA's solution](#)

**425.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[IGVA's solution](#)

**426.**

1321E

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

Rating: 2000 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[IGVA's solution](#)

**427.**

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

[IGVA's solution](#)

**428.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[IGVA's solution](#)

**429.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[IGVA's solution](#)

**430.**

1288D

[Minimax Problem](#) · [Tutorial](#)

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

[IGVA's solution](#)

**431.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IGVA's solution](#)

**432.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[IGVA's solution](#)

**433.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-20 · last AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[IGVA's solution](#)

**434.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · last AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[IGVA's solution](#)

**435.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[IGVA's solution](#)

**436.**

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy

[IGVA's solution](#)

**437.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[IGVA's solution](#)

**438.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[IGVA's solution](#)

**439.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[IGVA's solution](#)

**440.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[IGVA's solution](#)

**441.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[IGVA's solution](#)

**442.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[IGVA's solution](#)

**443.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation,

interactive, math

[IGVA's solution](#)

**444.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[IGVA's solution](#)

**445.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[IGVA's solution](#)

**446.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[IGVA's solution](#)

**447.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[IGVA's solution](#)

**448.**

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[IGVA's solution](#)

**449.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[IGVA's solution](#)

**450.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[IGVA's solution](#)

**451.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[IGVA's solution](#)

**452.**

1023E

[Down or Right](#) · [Tutorial](#)

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

[IGVA's solution](#)

**453.**

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[IGVA's solution](#)

**454.**

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[IGVA's solution](#)

**455.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[IGVA's solution](#)

**456.**

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2017-11-18 · last AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[IGVA's solution](#)

**457.**

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2017-11-09 · last AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory  
[IGVA's solution](#)

**458.**

877D

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

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[IGVA's solution](#)

**459.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp  
[IGVA's solution](#)

**460.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[IGVA's solution](#)

**461.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[IGVA's solution](#)

**462.**

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[IGVA's solution](#)

**463.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices  
[IGVA's solution](#)

**464.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[IGVA's solution](#)

**465.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[IGVA's solution](#)

**466.**

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[IGVA's solution](#)

**467.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[IGVA's solution](#)

**468.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[IGVA's solution](#)

**469.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[IGVA's solution](#)

**470.**

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

[IGVA's solution](#)

**471.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[IGVA's solution](#)

**472.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IGVA's solution](#)

**473.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[IGVA's solution](#)

**474.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[IGVA's solution](#)

**475.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[IGVA's solution](#)

**476.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees  
[IGVA's solution](#)

**477.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[IGVA's solution](#)

**478.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[IGVA's solution](#)

**479.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math  
[IGVA's solution](#)

**480.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[IGVA's solution](#)

**481.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers  
[IGVA's solution](#)

**482.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[IGVA's solution](#)

**483.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[IGVA's solution](#)

**484.**

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[IGVA's solution](#)

**485.**

892E

[Envy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[IGVA's solution](#)

**486.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[IGVA's solution](#)

**487.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[IGVA's solution](#)

**488.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[IGVA's solution](#)

**489.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[IGVA's solution](#)

**490.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[IGVA's solution](#)

**491.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[IGVA's solution](#)

**492.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · last AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[IGVA's solution](#)

**493.**

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[IGVA's solution](#)

**494.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[IGVA's solution](#)

**495.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[IGVA's solution](#)

**496.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[IGVA's solution](#)

**497.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[IGVA's solution](#)

**498.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[IGVA's solution](#)

**499.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[IGVA's solution](#)

**500.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[IGVA's solution](#)

**501.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[IGVA's solution](#)

**502.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[IGVA's solution](#)

**503.**

1516E

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

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[IGVA's solution](#)

**504.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[IGVA's solution](#)

**505.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers  
[IGVA's solution](#)

**506.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[IGVA's solution](#)

**507.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[IGVA's solution](#)

**508.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[IGVA's solution](#)

**509.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[IGVA's solution](#)

**510.**

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2017-11-04 · last AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory  
[IGVA's solution](#)

**511.**

989D

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

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-12 · last AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers  
[IGVA's solution](#)

**512.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[IGVA's solution](#)

**513.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings  
[IGVA's solution](#)

**514.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[IGVA's solution](#)

**515.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[IGVA's solution](#)

**516.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[IGVA's solution](#)

**517.**

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[IGVA's solution](#)

**518.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[IGVA's solution](#)

**519.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[IGVA's solution](#)

**520.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[IGVA's solution](#)

**521.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2019-03-09 · last AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[IGVA's solution](#)

**522.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[IGVA's solution](#)

**523.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[IGVA's solution](#)

**524.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[IGVA's solution](#)

**525.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[IGVA's solution](#)

**526.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[IGVA's solution](#)

**527.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[IGVA's solution](#)

**528.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**529.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**530.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**531.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**532.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**533.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**534.**

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**535.**

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**536.**

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**537.**

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**538.**

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**539.**

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**540.**

102992H

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

Rating: — · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**541.**

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**542.**

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**543.**

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**544.**

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: —  
[IGVA's solution](#)

**545.**

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: —  
[IGVA's solution](#)

**546.**

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**547.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**548.**

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**549.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**550.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**551.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**552.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**553.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**554.**

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**555.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**556.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**557.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**558.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**559.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**560.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**561.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**562.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**563.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**564.**

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**565.**

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**566.**

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**567.**

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**568.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**569.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**570.**

102823G

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

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**571.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**572.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[IGVA's solution](#)

**573.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · last AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**574.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**575.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**576.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: —  
[IGVA's solution](#)

**577.**

102870F

[Flow of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · last AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**578.**

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**579.**

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**580.**

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**581.**

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**582.**

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**583.**

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**584.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**585.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**586.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**587.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**588.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**589.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[IGVA's solution](#)

**590.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**591.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**592.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: —

[IGVA's solution](#)

**593.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**594.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**595.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**596.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**597.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**598.**

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**599.**

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**600.**

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**601.**

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · last AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**602.**

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · last AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**603.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**604.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**605.**

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**606.**

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**607.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**608.**

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**609.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**610.**

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**611.**

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**612.**

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**613.**

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**614.**

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**615.**

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[IGVA's solution](#)

**616.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**617.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**618.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**619.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**620.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**621.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**622.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**623.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[IGVA's solution](#)

**624.**

102501B

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