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# Unique solved — I love Hoang Yen

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

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Filters: none

Count: 3,284

1.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · PyPy 3 (first AC) · Tags: greedy, strings

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2.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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3.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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4.

1413A

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Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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5.

1437A

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6.

1285A

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

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7.

1118A

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8.

977A

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Quality: 217,462 global accepts · Rating: 800 · first AC: 2020-01-12 · Rust (first AC) · Tags: implementation

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9.

1186A

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Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**10.**

952A

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**11.**

802G1

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Quality: 8,139 global accepts · Rating: 800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, strings

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**12.**

755A

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**13.**

681A

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

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**14.**

672A

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**15.**

673A

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**16.**

664A

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**17.**

658A

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**18.**

629A

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**19.**

630A

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**20.**

361A

[Levko and Table](#) · [Tutorial](#)

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implementation

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**21.**

624A

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**22.**

618A

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**23.**

620A

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**24.**

617A

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**25.**

181A

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**26.**

615A

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**27.**

609A

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**28.**

595A

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**29.**

599A

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**30.**

47A

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

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**31.**

581A

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**32.**

551A

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

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**33.**

14A

[Letter](#) · [Tutorial](#)

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**34.**

546A

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**35.**

202A

[LLPS](#) · [Tutorial](#)

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**36.**

172A

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**37.**

540A

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**38.**

32B

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**39.**

32A

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**40.**

245A

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**41.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

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**42.**

177A1

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**43.**

302A

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**44.**

104A

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**45.**

248A

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**46.**

520A

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**47.**

157A

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**48.**

80A

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**49.**

291A

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**50.**

265A

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**51.**

262A

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**52.**

294A

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**53.**

233A

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**54.**

146A

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**55.**

38A

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**56.**

255A

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**57.**

151A

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**58.**

278A

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**59.**

214A

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**60.**

59A

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**61.**

141A

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**62.**

200B

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**63.**

155A

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**64.**

144A

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**65.**

41A

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**66.**

266B

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**67.**

263A

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**68.**

136A

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**69.**

228A

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

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**70.**

271A

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**71.**

110A

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

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**72.**

236A

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**73.**

119A

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**74.**

339A

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**75.**

148A

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**76.**

281A

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**77.**

112A

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**78.**

266A

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**79.**

116A

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50A

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**81.**

71A

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**82.**

363A

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**83.**

268A

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**84.**

12A

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**85.**

9A

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**86.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

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**87.**

330A

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**88.**

231A

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**89.**

92A

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**90.**

16A

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**91.**

61A

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**92.**

282A

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**93.**

509A

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**94.**

513A

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**95.**

510A

[Fox And Snake](#) · [Tutorial](#)

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**96.**

378A

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**97.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

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**98.**

432A

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**99.**

401A

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**100.**

490A

[Team Olympiad](#) · [Tutorial](#)

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**101.**

421A

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**102.**

431A

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**103.**

22A

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

Quality: 27,084 global accepts · Rating: 800 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force

[I love Hoang\\_Yen's solution](#)

**104.**

486A

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

Quality: 154,127 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**105.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**106.**

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**107.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,799 global accepts · Rating: 800 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers

[I love Hoang\\_Yen's solution](#)

**108.**

440A

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

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**109.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**110.**

454A

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

Quality: 16,119 global accepts · Rating: 800 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**111.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,322 global accepts · Rating: 800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**112.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,730 global accepts · Rating: 800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, math

[I love Hoang\\_Yen's solution](#)

**113.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,434 global accepts · Rating: 800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: \*special, implementation

[I love Hoang\\_Yen's solution](#)

**114.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**115.**

472A

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

Quality: 70,768 global accepts · Rating: 800 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: math, number theory

[I love Hoang\\_Yen's solution](#)

**116.**

469A

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

Quality: 121,188 global accepts · Rating: 800 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**117.**

467A

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

Quality: 155,919 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**118.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

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

[I love Hoang\\_Yen's solution](#)

**119.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**120.**

443A

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

Quality: 112,030 global accepts · Rating: 800 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[I love Hoang Yen's solution](#)

**121.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**122.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: \*special, implementation

[I love Hoang Yen's solution](#)

**123.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[I love Hoang Yen's solution](#)

**124.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-31 · Rust (first AC) · Tags: greedy

[I love Hoang Yen's solution](#)

**125.**

776A

[A Serial Killer](#) · [Tutorial](#)

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

[I love Hoang Yen's solution](#)

**126.**

768A

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

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

[I love Hoang Yen's solution](#)

**127.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[I love Hoang Yen's solution](#)

**128.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[I love Hoang Yen's solution](#)

**129.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**130.**

10A

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

Quality: 8,345 global accepts · Rating: 900 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**131.**

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[I love Hoang\\_Yen's solution](#)

**132.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**133.**

621A

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

Quality: 22,675 global accepts · Rating: 900 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**134.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**135.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**136.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,214 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**137.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**138.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**139.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**140.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**141.**

580A

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

Quality: 104,676 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[I love Hoang\\_Yen's solution](#)

**142.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: sortings

[I love Hoang\\_Yen's solution](#)

**143.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,974 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**144.**

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**145.**

554A

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

Quality: 14,489 global accepts · Rating: 900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, math, strings

[I love Hoang\\_Yen's solution](#)

**146.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**147.**

130A

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

Quality: 1,935 global accepts · Rating: 900 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special, implementation

[I love Hoang\\_Yen's solution](#)

**148.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: dfs and similar, graphs, trees

[I love Hoang\\_Yen's solution](#)

**149.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**150.**

205A

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

Quality: 25,224 global accepts · Rating: 900 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**151.**

519A

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

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

[I love Hoang\\_Yen's solution](#)

**152.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation, sortings, strings

[I love Hoang\\_Yen's solution](#)

**153.**

94A

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

Quality: 12,265 global accepts · Rating: 900 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**154.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,741 global accepts · Rating: 900 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: number theory

[I love Hoang\\_Yen's solution](#)

**155.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**156.**

373A

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

Quality: 11,465 global accepts · Rating: 900 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**157.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 900 · first AC: 2015-02-23 · last AC: 2015-02-23 · Python 2 (first AC) · Tags: geometry

[I love Hoang\\_Yen's solution](#)

**158.**

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[I love Hoang\\_Yen's solution](#)

**159.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2015-02-23 · Ruby (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**160.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,209 global accepts · Rating: 900 · first AC: 2015-02-23 · Ruby (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**161.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2015-02-23 · Ruby (first AC) · Tags: constructive algorithms, greedy, sortings

[I love Hoang\\_Yen's solution](#)

**162.**

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2015-02-23 · Ruby (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**163.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2015-02-23 · last AC: 2015-02-23 · Ruby (first AC) · Tags: greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**164.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,465 global accepts · Rating: 900 · first AC: 2015-02-22 · Ruby (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**165.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2015-02-22 · Ruby (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**166.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2015-02-22 · last AC: 2015-02-22 · Ruby (first AC) · Tags: brute force, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**167.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2015-02-22 · last AC: 2015-02-22 · Ruby (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**168.**

313A

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

Quality: 65,035 global accepts · Rating: 900 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: implementation, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**169.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,894 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**170.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,054 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**171.**

369A

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

Quality: 12,220 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**172.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,984 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**173.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,090 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**174.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,694 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy, sortings

[I love Hoang\\_Yen's solution](#)

**175.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,638 global accepts · Rating: 900 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**176.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, sortings

[I love Hoang\\_Yen's solution](#)

**177.**

137A

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

Quality: 7,834 global accepts · Rating: 900 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**178.**

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**179.**

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**180.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2015-01-09 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**181.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I love Hoang\\_Yen's solution](#)

**182.**

415A

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

Quality: 9,590 global accepts · Rating: 900 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**183.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,466 global accepts · Rating: 900 · first AC: 2014-11-28 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**184.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**185.**

412B

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

Quality: 6,356 global accepts · Rating: 900 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**186.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**187.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**188.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**189.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**190.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,846 global accepts · Rating: 900 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**191.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**192.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,675 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**193.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**194.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2014-07-25 · Haskell (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**195.**

439A

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

Quality: 26,621 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**196.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**197.**

757A

[Gotta Catch Em' All!](#) · Tutorial

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**198.**

733A

[Grasshopper And the String](#) · Tutorial

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**199.**

725A

[Jumping Ball](#) · Tutorial

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**200.**

724A

[Checking the Calendar](#) · Tutorial

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**201.**

672B

[Different is Good](#) · Tutorial

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[I love Hoang\\_Yen's solution](#)

**202.**

670B

[Game of Robots](#) · Tutorial

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**203.**

659A

[Round House](#) · Tutorial

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**204.**

652B

[z-sort](#) · Tutorial

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: sortings

[I love Hoang\\_Yen's solution](#)

**205.**

637A

[Voting for Photos](#) · Tutorial

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**206.**

644A

[Parliament of Berland](#) · Tutorial

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[I love Hoang\\_Yen's solution](#)

**207.**

13A

[Numbers](#) · Tutorial

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2016-02-25 · Java 7 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**208.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**209.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**210.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**211.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: games, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**212.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**213.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**214.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**215.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**216.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**217.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,605 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**218.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**219.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: bitmasks

[I love Hoang\\_Yen's solution](#)

**220.**

577A

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

Quality: 45,281 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[I love Hoang\\_Yen's solution](#)

**221.**

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[I love Hoang\\_Yen's solution](#)

**222.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**223.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**224.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**225.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[I love Hoang\\_Yen's solution](#)

**226.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**227.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**228.**

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: sortings

[I love Hoang\\_Yen's solution](#)

**229.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**230.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2015-03-07 · PyPy 2 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**231.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: number theory

[I love Hoang Yen's solution](#)

**232.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2015-02-25 · Python 2 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**233.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2015-02-25 · Python 2 (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**234.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2015-02-23 · Ruby (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**235.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2015-02-23 · Ruby (first AC) · Tags: strings

[I love Hoang Yen's solution](#)

**236.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: greedy, implementation

[I love Hoang Yen's solution](#)

**237.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: constructive algorithms, greedy, implementation

[I love Hoang Yen's solution](#)

**238.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: geometry, sortings

[I love Hoang Yen's solution](#)

**239.**

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, greedy, implementation

[I love Hoang Yen's solution](#)

**240.**

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2015-02-23 · last AC: 2015-02-23 · Ruby (first AC) · Tags: brute force, strings

[I love Hoang\\_Yen's solution](#)

**241.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**242.**

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2015-02-23 · last AC: 2015-02-23 · Ruby (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**243.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**244.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2015-02-23 · Ruby (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**245.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2015-02-22 · Ruby (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**246.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,677 global accepts · Rating: 1000 · first AC: 2015-02-22 · last AC: 2015-02-22 · Ruby (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**247.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2015-02-22 · last AC: 2015-02-22 · Ruby (first AC) · Tags: brute force, implementation, math

[I love Hoang\\_Yen's solution](#)

**248.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: sortings

[I love Hoang\\_Yen's solution](#)

**249.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,021 global accepts · Rating: 1000 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**250.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,368 global accepts · Rating: 1000 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**251.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[I love Hoang Yen's solution](#)

**252.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,346 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation, math

[I love Hoang Yen's solution](#)

**253.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,204 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: math

[I love Hoang Yen's solution](#)

**254.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy, sortings

[I love Hoang Yen's solution](#)

**255.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,522 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**256.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,789 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: brute force, number theory

[I love Hoang Yen's solution](#)

**257.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: greedy, strings

[I love Hoang Yen's solution](#)

**258.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,971 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation, strings

[I love Hoang Yen's solution](#)

**259.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation, strings

[I love Hoang Yen's solution](#)

**260.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang Yen's solution](#)

**261.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1000 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, math

[I love Hoang Yen's solution](#)

**262.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**263.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,503 global accepts · Rating: 1000 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**264.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**265.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**266.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**267.**

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[I love Hoang\\_Yen's solution](#)

**268.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**269.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**270.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1000 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**271.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**272.**

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**273.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**274.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: greedy, shortest paths

[I love Hoang\\_Yen's solution](#)

**275.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**276.**

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**277.**

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**278.**

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[I love Hoang\\_Yen's solution](#)

**279.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,262 global accepts · Rating: 1000 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**280.**

450A

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

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**281.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, math

[I love Hoang\\_Yen's solution](#)

**282.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1000 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**283.**

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**284.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**285.**

462A

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

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-09-13 · GNU C++ (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**286.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**287.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**288.**

447B

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

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

[I\\_love\\_Hoang\\_Yen's solution](#)

**289.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,177 global accepts · Rating: 1000 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**290.**

441A

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

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**291.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**292.**

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**293.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1100 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**294.**

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**295.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-10 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**296.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2018-11-04 · PyPy 2 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**297.**

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**298.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**299.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**300.**

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**301.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**302.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**303.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**304.**

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**305.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**306.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**307.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**308.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**309.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-02-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**310.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**311.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**312.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**313.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**314.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**315.**

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**316.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**317.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**318.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**319.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**320.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**321.**

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**322.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[I love Hoang\\_Yen's solution](#)

**323.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**324.**

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**325.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**326.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**327.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[I love Hoang\\_Yen's solution](#)

**328.**

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[I love Hoang\\_Yen's solution](#)

**329.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**330.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**331.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**332.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[I love Hoang\\_Yen's solution](#)

**333.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[I love Hoang\\_Yen's solution](#)

**334.**

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**335.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 1100 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[I love Hoang\\_Yen's solution](#)

**336.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**337.**

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**338.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1100 · first AC: 2015-03-11 · Java 8 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**339.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**340.**

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**341.**

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**342.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2015-03-05 · Python 2 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**343.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2015-03-03 · PyPy 2 (first AC) · Tags: implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**344.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2015-02-28 · Python 2 (first AC) · Tags: data structures, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**345.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**346.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**347.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**348.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**349.**

296A

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

Quality: 26,037 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**350.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: binary search, implementation, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**351.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,066 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**352.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**353.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: brute force, geometry, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**354.**

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: data structures, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**355.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,983 global accepts · Rating: 1100 · first AC: 2015-02-22 · Ruby (first AC) · Tags: brute force, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**356.**

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2015-02-22 · last AC: 2015-02-22 · Ruby (first AC) · Tags: greedy, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**357.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2015-02-22 · Ruby (first AC) · Tags: dp, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**358.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2015-02-22 · Ruby (first AC) · Tags: greedy, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**359.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2015-02-22 · Python 2 (first AC) · Tags: greedy, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**360.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**361.**

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**362.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**363.**

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**364.**

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,353 global accepts · Rating: 1100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**365.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 1100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**366.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,208 global accepts · Rating: 1100 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**367.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**368.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**369.**

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**370.**

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**371.**

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: data structures, dsu, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**372.**

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**373.**

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-11-28 · GNU C++0x (first AC) · Tags: —

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**374.**

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: greedy, math

[I love Hoang Yen's solution](#)

**375.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: brute force

[I love Hoang Yen's solution](#)

**376.**

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms

[I love Hoang Yen's solution](#)

**377.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: greedy, implementation

[I love Hoang Yen's solution](#)

**378.**

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I love Hoang Yen's solution](#)

**379.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,884 global accepts · Rating: 1100 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[I love Hoang Yen's solution](#)

**380.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**381.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: \*special, greedy, implementation

[I love Hoang Yen's solution](#)

**382.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**383.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: geometry, implementation, math  
[I love Hoang\\_Yen's solution](#)

**384.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: implementation  
[I love Hoang\\_Yen's solution](#)

**385.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: implementation, strings  
[I love Hoang\\_Yen's solution](#)

**386.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: implementation  
[I love Hoang\\_Yen's solution](#)

**387.**

467B

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

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation  
[I love Hoang\\_Yen's solution](#)

**388.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[I love Hoang\\_Yen's solution](#)

**389.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: sortings  
[I love Hoang\\_Yen's solution](#)

**390.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: data structures, implementation  
[I love Hoang\\_Yen's solution](#)

**391.**

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: brute force, implementation  
[I love Hoang\\_Yen's solution](#)

**392.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, implementation  
[I love Hoang\\_Yen's solution](#)

**393.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[I love Hoang\\_Yen's solution](#)

**394.**

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**395.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**396.**

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · JavaScript (first AC) · Tags: \*special, constructive algorithms, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**397.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**398.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**399.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · Python 2 (first AC) · Tags: implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**400.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**401.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[I\\_love\\_Hoang\\_Yen's solution](#)

**402.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++ (first AC) · Tags: sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**403.**

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special, geometry  
[I\\_love\\_Hoang\\_Yen's solution](#)

**404.**

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2016-03-31 · Python 2 (first AC) · Tags: \*special, constructive algorithms

[I love Hoang Yen's solution](#)

**405.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[I love Hoang Yen's solution](#)

**406.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**407.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,841 global accepts · Rating: 1200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[I love Hoang Yen's solution](#)

**408.**

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**409.**

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[I love Hoang Yen's solution](#)

**410.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[I love Hoang Yen's solution](#)

**411.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I love Hoang Yen's solution](#)

**412.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**413.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: games, math

[I love Hoang Yen's solution](#)

**414.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

[I love Hoang Yen's solution](#)

**415.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2015-05-02 · last AC: 2016-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms,

math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**416.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-08 · Python 2 (first AC) · Tags: constructive algorithms, greedy, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**417.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**418.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,238 global accepts · Rating: 1200 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**419.**

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**420.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**421.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**422.**

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**423.**

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**424.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**425.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**426.**

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**427.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**428.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**429.**

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: geometry, math

[I love Hoang\\_Yen's solution](#)

**430.**

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**431.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**432.**

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**433.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[I love Hoang\\_Yen's solution](#)

**434.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**435.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 1200 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[I love Hoang\\_Yen's solution](#)

**436.**

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**437.**

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**438.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**439.**

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**440.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**441.**

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1200 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**442.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**443.**

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**444.**

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**445.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**446.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**447.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 1200 · first AC: 2015-03-05 · last AC: 2015-03-05 · GNU C++0x (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**448.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: number theory

[I love Hoang Yen's solution](#)

**449.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: implementation, math

[I love Hoang Yen's solution](#)

**450.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2015-03-05 · Python 2 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**451.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2015-03-03 · PyPy 2 (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**452.**

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2015-02-25 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[I love Hoang Yen's solution](#)

**453.**

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: greedy, implementation, sortings

[I love Hoang Yen's solution](#)

**454.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: implementation, math

[I love Hoang Yen's solution](#)

**455.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2015-02-23 · last AC: 2015-02-23 · Ruby (first AC) · Tags: math

[I love Hoang Yen's solution](#)

**456.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,899 global accepts · Rating: 1200 · first AC: 2015-02-21 · Python 2 (first AC) · Tags: brute force, dp, implementation

[I love Hoang Yen's solution](#)

**457.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**458.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation

[I love Hoang Yen's solution](#)

**459.**

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**460.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**461.**

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**462.**

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**463.**

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**464.**

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**465.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**466.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**467.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**468.**

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**469.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**470.**

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: greedy, implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**471.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, implementation, schedules  
[I\\_love\\_Hoang\\_Yen's solution](#)

**472.**

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: implementation, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**473.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**474.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: implementation, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**475.**

483C

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

Rating: 1200 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**476.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**477.**

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**478.**

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**479.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**480.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force, greedy, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**481.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation, math, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**482.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**483.**

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**484.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**485.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**486.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**487.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2014-10-23 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**488.**

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**489.**

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, graphs, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**490.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**491.**

6C

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

Quality: 17,473 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**492.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**493.**

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,347 global accepts · Rating: 1200 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**494.**

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**495.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,530 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**496.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-09-11 · Java 7 (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**497.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**498.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**499.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,858 global accepts · Rating: 1200 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**500.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**501.**

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-02-08 · last AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**502.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-12 · last AC: 2020-01-12 · Rust (first AC) · Tags: dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**503.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**504.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

**505.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**506.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[I\\_love\\_Hoang\\_Yen's solution](#)

**507.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —  
[I\\_love\\_Hoang\\_Yen's solution](#)

**508.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force  
[I\\_love\\_Hoang\\_Yen's solution](#)

**509.**

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: greedy, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**510.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: implementation, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**511.**

661A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: \*special  
[I\\_love\\_Hoang\\_Yen's solution](#)

**512.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: \*special, brute force  
[I\\_love\\_Hoang\\_Yen's solution](#)

**513.**

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2016-03-31 · Python 2 (first AC) · Tags: \*special, combinatorics  
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**514.**

659B

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Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

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**515.**

123A

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Quality: 3,988 global accepts · Rating: 1300 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: implementation, number theory, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**516.**

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

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**517.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**518.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**519.**

630N

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Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math

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**520.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**521.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

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**522.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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**523.**

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: combinatorics, implementation

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**524.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: combinatorics

[I\\_love\\_Hoang\\_Yen's solution](#)

**525.**

610B

[Vika and Squares](#) · Tutorial

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
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**526.**

611B

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Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation  
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**527.**

612A

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Quality: 7,838 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
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**528.**

600B

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Quality: 39,160 global accepts · Rating: 1300 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers  
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**529.**

598B

[Queries on a String](#) · Tutorial

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**530.**

58B

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Quality: 13,230 global accepts · Rating: 1300 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**531.**

298A

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Quality: 11,659 global accepts · Rating: 1300 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: greedy, implementation  
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**532.**

27B

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Quality: 5,888 global accepts · Rating: 1300 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
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**533.**

236B

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Quality: 16,946 global accepts · Rating: 1300 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: implementation, number theory  
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**534.**

70A

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Quality: 3,560 global accepts · Rating: 1300 · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: math  
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**535.**

588B

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Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math  
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**536.**

586B

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**537.**

579B

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Quality: 5,451 global accepts · Rating: 1300 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**538.**

573A

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**539.**

572B

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**540.**

570B

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Quality: 16,877 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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567B

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**542.**

558B

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**543.**

222B

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Quality: 6,566 global accepts · Rating: 1300 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: data structures, implementation

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**544.**

304B

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Quality: 3,158 global accepts · Rating: 1300 · first AC: 2015-05-22 · Java 8 (first AC) · Tags: brute force, implementation

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**545.**

545D

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Quality: 29,511 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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**546.**

370B

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Quality: 2,686 global accepts · Rating: 1300 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: implementation

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**547.**

195B

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Quality: 5,512 global accepts · Rating: 1300 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: data structures, implementation, math

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**548.**

352B

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**549.**

271B

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**550.**

318B

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**551.**

526A

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**552.**

40A

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**553.**

39H

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**554.**

39F

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**555.**

39B

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**556.**

234C

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**557.**

332A

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**558.**

173A

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**559.**

276B

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**560.**

347A

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Quality: 9,798 global accepts · Rating: 1300 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation, sortings

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**561.**

519C

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Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-01 · Python 2 (first AC) · Tags: greedy, implementation, math, number theory

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**562.**

246B

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**563.**

288A

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**564.**

230B

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Quality: 95,820 global accepts · Rating: 1300 · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: binary search, implementation, math, number theory

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**565.**

189A

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**566.**

25A

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**567.**

203B

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**568.**

34C

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[I\\_love\\_Hoang\\_Yen's solution](#)

**569.**

330B

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**570.**

227A

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[I\\_love\\_Hoang\\_Yen's solution](#)

**571.**

92B

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**572.**

220A

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**573.**

251A

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Quality: 21,342 global accepts · Rating: 1300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: binary search, combinatorics, two pointers

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**574.**

135A

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**575.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

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**576.**

61B

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**577.**

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-02-10 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

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**578.**

508B

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**579.**

376B

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**580.**

378B

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**581.**

493A

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**582.**

413B

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**583.**

486B

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[I\\_love\\_Hoang\\_Yen's solution](#)

**584.**

451B

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Quality: 52,865 global accepts · Rating: 1300 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: implementation, sortings

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**585.**

485B

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Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: brute force, greedy

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**586.**

450B

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[I\\_love\\_Hoang\\_Yen's solution](#)

**587.**

459B

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Quality: 47,486 global accepts · Rating: 1300 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**588.**

371B

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Quality: 12,535 global accepts · Rating: 1300 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: math, number theory

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**589.**

4C

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Quality: 108,124 global accepts · Rating: 1300 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, hashing, implementation

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**590.**

158D

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Quality: 6,492 global accepts · Rating: 1300 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: \*special, brute force, number theory  
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**591.**

132A

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**592.**

478B

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**593.**

476B

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312B

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Quality: 13,378 global accepts · Rating: 1300 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: math, probabilities  
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**595.**

311A

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**596.**

472B

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**597.**

471B

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**598.**

469B

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**599.**

462B

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**600.**

437A

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Quality: 9,360 global accepts · Rating: 1300 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**601.**

426B

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Quality: 3,959 global accepts · Rating: 1300 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**602.**

429A

[Xor-tree](#) · Tutorial

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**603.**

416B

[Art Union](#) · Tutorial

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: brute force, dp, implementation

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**604.**

1825C

[LuoTianyi and the Show](#) · Tutorial

Rating: 1400 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**605.**

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**606.**

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

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**607.**

150A

[Win or Freeze](#) · Tutorial

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**608.**

1285C

[Fadi and LCM](#) · Tutorial

Quality: 28,135 global accepts · Rating: 1400 · first AC: 2020-01-12 · last AC: 2020-01-12 · Rust (first AC) · Tags: brute force, math, number theory

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**609.**

802J1

[Send the Fool Further! \(easy\)](#) · Tutorial

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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**610.**

757B

[Bash's Big Day](#) · Tutorial

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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**611.**

683D

[Chocolate Bar](#) · Tutorial

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special, math

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**612.**

670D1

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Quality: 23,985 global accepts · Rating: 1400 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**613.**

668A

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Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

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**614.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: implementation, math

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**615.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

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**616.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**617.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**618.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**619.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**620.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**621.**

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**622.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**623.**

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**624.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**625.**

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**626.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**627.**

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**628.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**629.**

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**630.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**631.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**632.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**633.**

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[I love Hoang Yen's solution](#)

**634.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[I love Hoang Yen's solution](#)

**635.**

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: math, sortings

[I love Hoang Yen's solution](#)

**636.**

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special, implementation, strings

[I love Hoang Yen's solution](#)

**637.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[I love Hoang Yen's solution](#)

**638.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I love Hoang Yen's solution](#)

**639.**

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: implementation, math

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**640.**

233B

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

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[I love Hoang Yen's solution](#)

**641.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[I love Hoang Yen's solution](#)

**642.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[I love Hoang Yen's solution](#)

**643.**

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[I love Hoang Yen's solution](#)

**644.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

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**645.**

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[I love Hoang Yen's solution](#)

**646.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[I love Hoang Yen's solution](#)

**647.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[I love Hoang Yen's solution](#)

**648.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[I love Hoang Yen's solution](#)

**649.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: \*special, greedy

[I love Hoang Yen's solution](#)

**650.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: greedy, implementation

[I love Hoang Yen's solution](#)

**651.**

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: implementation

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**652.**

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 1400 · first AC: 2015-03-11 · PyPy 2 (first AC) · Tags: brute force, implementation

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**653.**

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: brute force, implementation

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**654.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1400 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**655.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: binary search, brute force, implementation, two pointers

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**656.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,174 global accepts · Rating: 1400 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

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**657.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · Python 2 (first AC) · Tags: greedy, implementation, strings

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**658.**

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2015-02-23 · Python 2 (first AC) · Tags: greedy

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**659.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, sortings

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**660.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: math

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**661.**

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: implementation

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**662.**

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[I love Hoang Yen's solution](#)

**663.**

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[I love Hoang Yen's solution](#)

**664.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, implementation

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**665.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry,

implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**666.**

505B

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

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**667.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**668.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,683 global accepts · Rating: 1400 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**669.**

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**670.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**671.**

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**672.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**673.**

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**674.**

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**675.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**676.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**677.**

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**678.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**679.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**680.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**681.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**682.**

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**683.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**684.**

445B

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

Quality: 14,759 global accepts · Rating: 1400 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**685.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: implementation, math, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

**686.**

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**687.**

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · last AC: 2014-10-30 · FALSE (first AC) · Tags: \*special, implementation

[I love Hoang\\_Yen's solution](#)

**688.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: greedy, sortings

[I love Hoang\\_Yen's solution](#)

**689.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**690.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: \*special, data structures, implementation

[I love Hoang\\_Yen's solution](#)

**691.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[I love Hoang\\_Yen's solution](#)

**692.**

475B

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

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[I love Hoang\\_Yen's solution](#)

**693.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**694.**

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**695.**

438A

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

Rating: 1400 · first AC: 2014-06-12 · GNU C++ (first AC) · Tags: greedy, sortings

[I love Hoang\\_Yen's solution](#)

**696.**

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: brute force, two pointers

[I love Hoang\\_Yen's solution](#)

**697.**

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**698.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-04-13 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**699.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**700.**

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: binary search, dp, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**701.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**702.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**703.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**704.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**705.**

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-06 · last AC: 2017-04-06 · Go (first AC) · Tags: \*special, implementation, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**706.**

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**707.**

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[I\\_love\\_Hoang\\_Yen's solution](#)

**708.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**709.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**710.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,435 global accepts · Rating: 1500 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**711.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**712.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: binary search, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**713.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**714.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**715.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**716.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**717.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**718.**

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**719.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**720.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-14 · Python 2 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**721.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**722.**

608B

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

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**723.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2015-12-20 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**724.**

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**725.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1500 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**726.**

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: brute force, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**727.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1500 · first AC: 2015-11-01 · last AC: 2015-11-01 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**728.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**729.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[I\\_love\\_Hoang\\_Yen's solution](#)

**730.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,456 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**731.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**732.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**733.**

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**734.**

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**735.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[I\\_love\\_Hoang\\_Yen's solution](#)

**736.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**737.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**738.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**739.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**740.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**741.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation,

strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**742.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**743.**

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,258 global accepts · Rating: 1500 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**744.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: games, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**745.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**746.**

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**747.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,861 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**748.**

130D

[Exponentiation](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 1500 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**749.**

130C

[Decimal sum](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 1500 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**750.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: dp, math, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

**751.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**752.**

531C

[Diophantine equation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**753.**

531A

[Quadratic equation](#) · [Tutorial](#)

Quality: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**754.**

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: hashing, implementation, strings

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**755.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**756.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

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**757.**

528A

[Glass Carving](#) · [Tutorial](#)

Quality: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[I love Hoang\\_Yen's solution](#)

**758.**

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

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**759.**

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: data structures, dp, implementation

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**760.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: brute force, two pointers

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**761.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**762.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,012 global accepts · Rating: 1500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

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**763.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**764.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: bitmasks, brute force, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**765.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: binary search, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**766.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-03 · GNU C++0x (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**767.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**768.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1500 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**769.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**770.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**771.**

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**772.**

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs

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**773.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**774.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: greedy, strings

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**775.**

341B

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Rating: 1500 · first AC: 2015-02-18 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

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**776.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: sortings

[I love Hoang Yen's solution](#)

**777.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation, math

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**778.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp

[I love Hoang Yen's solution](#)

**779.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, math

[I love Hoang Yen's solution](#)

**780.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, math

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**781.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, number theory

[I love Hoang Yen's solution](#)

**782.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[I love Hoang Yen's solution](#)

**783.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2015-02-03 · last AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dfs and similar

[I love Hoang Yen's solution](#)

**784.**

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: combinatorics, greedy

[I love Hoang Yen's solution](#)

**785.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: implementation, strings

[I love Hoang\\_Yen's solution](#)

**786.**

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**787.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**788.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**789.**

415B

[Mashmokh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**790.**

415C

[Mashmokh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-07 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, number theory

[I love Hoang\\_Yen's solution](#)

**791.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[I love Hoang\\_Yen's solution](#)

**792.**

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**793.**

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: \*special, implementation

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**794.**

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation

[I love Hoang\\_Yen's solution](#)

**795.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: dp, implementation, math

[I love Hoang\\_Yen's solution](#)

**796.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: hashing, implementation

[I love Hoang\\_Yen's solution](#)

**797.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: brute force, dp

[I love Hoang\\_Yen's solution](#)

**798.**

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, two pointers

[I love Hoang\\_Yen's solution](#)

**799.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[I love Hoang\\_Yen's solution](#)

**800.**

350B

[Resort](#) · [Tutorial](#)

Quality: 3,398 global accepts · Rating: 1500 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: graphs

[I love Hoang\\_Yen's solution](#)

**801.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[I love Hoang\\_Yen's solution](#)

**802.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**803.**

437B

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

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[I love Hoang\\_Yen's solution](#)

**804.**

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[I love Hoang\\_Yen's solution](#)

**805.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**806.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: brute force, sortings

[I love Hoang\\_Yen's solution](#)

**807.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar,

implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**808.**

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**809.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**810.**

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**811.**

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**812.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**813.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**814.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-02 · last AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**815.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**816.**

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**817.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**818.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2020-02-28 · Python 3 (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**819.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**820.**

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**821.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**822.**

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**823.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**824.**

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**825.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[I\\_love\\_Hoang\\_Yen's solution](#)

**826.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-08-15 · last AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**827.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**828.**

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · FPC (first AC) · Tags: \*special, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**829.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**830.**

781A

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

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**831.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**832.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**833.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**834.**

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**835.**

733D

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

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: data structures, hashing

[I\\_love\\_Hoang\\_Yen's solution](#)

**836.**

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**837.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**838.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**839.**

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**840.**

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**841.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**842.**

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**843.**

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 1600 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**844.**

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: \*special, brute force, implementation, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**845.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**846.**

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**847.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**848.**

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**849.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**850.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2016-02-15 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**851.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**852.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 1600 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: geometry, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**853.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2016-01-28 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**854.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**855.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**856.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-12 · GNU C++11 (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**857.**

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: dp, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**858.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**859.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**860.**

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**861.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**862.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**863.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,873 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**864.**

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: binary search, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**865.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**866.**

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**867.**

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**868.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**869.**

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**870.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**871.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**872.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2015-11-01 · Python 2 (first AC) · Tags: number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**873.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**874.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**875.**

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**876.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**877.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**878.**

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**879.**

283A

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

Quality: 6,872 global accepts · Rating: 1600 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**880.**

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**881.**

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**882.**

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**883.**

130H

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

Quality: 929 global accepts · Rating: 1600 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**884.**

130F

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

Quality: 300 global accepts · Rating: 1600 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**885.**

130E

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

Quality: 323 global accepts · Rating: 1600 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**886.**

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2015-05-13 · Cobol (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**887.**

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**888.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**889.**

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**890.**

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**891.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**892.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**893.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**894.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: \*special, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**895.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**896.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,222 global accepts · Rating: 1600 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**897.**

524A

[A\\$>CtCäCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C'NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**898.**

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**899.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**900.**

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**901.**

531D

[Set subtraction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**902.**

531B

[String inside out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**903.**

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2015-03-19 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**904.**

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**905.**

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**906.**

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**907.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**908.**

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**909.**

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-03-05 · last AC: 2015-03-05 · Ruby (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**910.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: brute force

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**911.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**912.**

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

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**913.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**914.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**915.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**916.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**917.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: binary search, sortings, two pointers

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**918.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**919.**

139B

[Wallpaper](#) · [Tutorial](#)

Quality: 1,460 global accepts · Rating: 1600 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**920.**

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**921.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**922.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**923.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**924.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**925.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: games, math, number theory

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**926.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: brute force, geometry, math

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**927.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**928.**

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

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**929.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[I love Hoang\\_Yen's solution](#)

**930.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

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**931.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2015-01-09 · GNU C++0x (first AC) · Tags: data structures, dp, implementation, sortings

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**932.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2015-01-09 · GNU C++0x (first AC) · Tags: math, number theory

[I love Hoang\\_Yen's solution](#)

**933.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: dfs and similar

[I love Hoang\\_Yen's solution](#)

**934.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**935.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

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**936.**

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**937.**

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**938.**

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**939.**

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**940.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**941.**

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**942.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**943.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**944.**

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: implementation

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**945.**

1B

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Quality: 26,313 global accepts · Rating: 1600 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: implementation, math

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**946.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: data structures, greedy

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**947.**

380A

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Quality: 2,910 global accepts · Rating: 1600 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: binary search, brute force

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**948.**

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: greedy, implementation

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**949.**

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: greedy, math

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**950.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**951.**

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**952.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**953.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: binary search, brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**954.**

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**955.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**956.**

446A

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Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

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**957.**

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

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**958.**

429B

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Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

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**959.**

407B

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Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

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**960.**

407A

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Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

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**961.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

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**962.**

2206J

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Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**963.**

1578H

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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**964.**

1413D

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Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**965.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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**966.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**967.**

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

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**968.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: math, number theory

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**969.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

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**970.**

784A

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Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

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**971.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

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**972.**

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

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**973.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**974.**

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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**975.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

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**976.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

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**977.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

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**978.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

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**979.**

171H

[A polyline](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 1700 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: \*special, implementation

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**980.**

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

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**981.**

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

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**982.**

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, sortings

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**983.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: sortings, strings

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**984.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**985.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[I love Hoang\\_Yen's solution](#)

**986.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: geometry, math

[I love Hoang\\_Yen's solution](#)

**987.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: combinatorics, math

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**988.**

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: greedy, implementation

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**989.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++11 (first AC) · Tags: data structures, implementation

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**990.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-08 · Python 2 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**991.**

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**992.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**993.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**994.**

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**995.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**996.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**997.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**998.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**999.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1000.**

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1001.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1002.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1003.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1004.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1005.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1006.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1007.**

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1008.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1009.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1010.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: geometry, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1011.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[I\\_love\\_Hoang\\_Yen's solution](#)**1012.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)**1013.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)**1014.**

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)**1015.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)**1016.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)**1017.**

361C

[Levko and Array Recovery](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)**1018.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)**1019.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)**1020.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1021.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1022.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2015-04-07 · Java 8 (first AC) · Tags: brute force, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1023.**

524B

[BD>D\\$> CÔC CÔCÄÖD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1024.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1025.**

531E

[Sum and product](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1026.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2015-03-18 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1027.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1028.**

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1029.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: binary search, data structures, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1030.**

177E1

[Space Voyage](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 1700 · first AC: 2015-03-05 · last AC: 2015-03-06 · GNU C++0x (first AC) · Tags: binary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1031.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: greedy, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1032.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2015-03-05 · PyPy 2 (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1033.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1034.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: geometry, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1035.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1036.**

216D

[Spider's Web](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 1700 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: binary search, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1037.**

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1038.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1039.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1040.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1041.**

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**1042.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1043.**

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1044.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1045.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1046.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: constructive algorithms, games, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1047.**

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: \*special, graph matchings, implementation, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1048.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1049.**

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1050.**

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1051.**

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1052.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1053.**

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: graphs

[I love Hoang Yen's solution](#)

### 1054.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[I love Hoang Yen's solution](#)

### 1055.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[I love Hoang Yen's solution](#)

### 1056.

382C

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: implementation, sortings

[I love Hoang Yen's solution](#)

### 1057.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I love Hoang Yen's solution](#)

### 1058.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[I love Hoang Yen's solution](#)

### 1059.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[I love Hoang Yen's solution](#)

### 1060.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[I love Hoang Yen's solution](#)

### 1061.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[I love Hoang Yen's solution](#)

### 1062.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dp, sortings

[I love Hoang Yen's solution](#)

### 1063.

126B

[Password](#) · [Tutorial](#)

Quality: 24,764 global accepts · Rating: 1700 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[I love Hoang Yen's solution](#)

**1064.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,857 global accepts · Rating: 1700 · first AC: 2014-10-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[I love Hoang\\_Yen's solution](#)

**1065.**

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: implementation, math, number theory

[I love Hoang\\_Yen's solution](#)

**1066.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**1067.**

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[I love Hoang\\_Yen's solution](#)

**1068.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dp, implementation

[I love Hoang\\_Yen's solution](#)

**1069.**

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-08 · GNU C++ (first AC) · Tags: greedy, strings

[I love Hoang\\_Yen's solution](#)

**1070.**

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**1071.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**1072.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,897 global accepts · Rating: 1700 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[I love Hoang\\_Yen's solution](#)

**1073.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[I love Hoang\\_Yen's solution](#)

**1074.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[I love Hoang\\_Yen's solution](#)

**1075.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

[I love Hoang\\_Yen's solution](#)

**1076.**

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1077.**

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1078.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1079.**

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1080.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[I love Hoang\\_Yen's solution](#)

**1081.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[I love Hoang\\_Yen's solution](#)

**1082.**

1186C

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

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**1083.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: \*special, probabilities

[I love Hoang\\_Yen's solution](#)

**1084.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[I love Hoang\\_Yen's solution](#)

**1085.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: greedy

[I love Hoang Yen's solution](#)

### 1086.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[I love Hoang Yen's solution](#)

### 1087.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[I love Hoang Yen's solution](#)

### 1088.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[I love Hoang Yen's solution](#)

### 1089.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[I love Hoang Yen's solution](#)

### 1090.

733C

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

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[I love Hoang Yen's solution](#)

### 1091.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: greedy, implementation

[I love Hoang Yen's solution](#)

### 1092.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[I love Hoang Yen's solution](#)

### 1093.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[I love Hoang Yen's solution](#)

### 1094.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[I love Hoang Yen's solution](#)

### 1095.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[I love Hoang Yen's solution](#)

**1096.**

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1097.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[I\\_love\\_Hoang\\_Yen's solution](#)

**1098.**

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1099.**

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1100.**

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1101.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1102.**

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1103.**

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1104.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1105.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1106.**

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1107.**

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1108.**

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs  
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**1109.**

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-22 · Python 2 (first AC) · Tags: geometry, math  
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**1110.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
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**1111.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1112.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
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**1113.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms  
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**1114.**

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: greedy, sortings  
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**1115.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory  
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**1116.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1117.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: brute force  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1118.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1119.**

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1120.**

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1121.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1122.**

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1123.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1124.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1125.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1126.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1127.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1128.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[I love Hoang Yen's solution](#)

**1129.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

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**1130.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[I love Hoang Yen's solution](#)

**1131.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: math, number theory

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**1132.**

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory, sortings

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**1133.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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**1134.**

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: geometry

[I love Hoang Yen's solution](#)

**1135.**

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2015-05-20 · Java 8 (first AC) · Tags: binary search, math

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**1136.**

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

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**1137.**

130J

[Date calculation](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1800 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**1138.**

153B

[Binary notation](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 1800 · first AC: 2015-05-13 · Cobol (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**1139.**

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1140.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1141.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1142.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1143.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1144.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1145.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1146.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1147.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1148.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: dp, hashing, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1149.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1150.**

177F1

[Script Generation](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 1800 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1151.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-03-01 · Python 2 (first AC) · Tags: data structures, dp, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1152.**

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1153.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1154.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1155.**

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: brute force, combinatorics

[I\\_love\\_Hoang\\_Yen's solution](#)

**1156.**

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1157.**

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1158.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1159.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1160.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1161.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: binary search, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1162.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1163.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1164.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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**1165.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

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**1166.**

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: geometry, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1167.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1168.**

421C

[Online Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1169.**

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1170.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1171.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1172.**

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1173.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1174.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: brute force, games, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1175.**

483D

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

Rating: 1800 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1176.**

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**1177.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: binary search, brute force

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**1178.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1179.**

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: binary search, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1180.**

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1181.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, dsu, implementation, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1182.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1183.**

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1184.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++ (first AC) · Tags: string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1185.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1186.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1187.**

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1188.**

434A

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

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1189.**

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1190.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1191.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

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**1192.**

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-12 · last AC: 2020-01-13 · Rust (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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**1193.**

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, brute force, interactive  
[I love Hoang Yen's solution](#)

**1194.**

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[I love Hoang Yen's solution](#)

**1195.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · Python 2 (first AC) · Tags: \*special, implementation  
[I love Hoang Yen's solution](#)

**1196.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · last AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings  
[I love Hoang Yen's solution](#)

**1197.**

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings  
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**1198.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive  
[I love Hoang Yen's solution](#)

**1199.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy  
[I love Hoang Yen's solution](#)

**1200.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: dp  
[I love Hoang Yen's solution](#)

**1201.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[I love Hoang Yen's solution](#)

**1202.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[I love Hoang Yen's solution](#)

**1203.**

709D

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

Quality: 1900 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1204.**

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

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**1205.**

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

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**1206.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: dp, strings

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**1207.**

683G

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Quality: 144 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

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**1208.**

683H

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Quality: 124 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special

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**1209.**

661F

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Quality: 603 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

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**1210.**

661B

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Quality: 237 global accepts · Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1211.**

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: geometry

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**1212.**

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1213.**

656G

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Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-01 · Python 2 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1214.**

656A

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1215.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1216.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1217.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-20 · Python 2 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1218.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1219.**

199B

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Quality: 877 global accepts · Rating: 1900 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: geometry

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**1220.**

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: divide and conquer, geometry, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1221.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1222.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

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**1223.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1224.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**1225.**

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-21 · Python 2 (first AC) · Tags: brute force, math

[I love Hoang\\_Yen's solution](#)

**1226.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp

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**1227.**

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dp, games

[I love Hoang\\_Yen's solution](#)

**1228.**

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**1229.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[I love Hoang\\_Yen's solution](#)

**1230.**

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[I love Hoang\\_Yen's solution](#)

**1231.**

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[I love Hoang\\_Yen's solution](#)

**1232.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[I love Hoang\\_Yen's solution](#)

**1233.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[I love Hoang\\_Yen's solution](#)

**1234.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[I love Hoang\\_Yen's solution](#)

**1235.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two

pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1236.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · last AC: 2015-09-06 · GNU C++ (first AC) · Tags: data structures, dsu

[I\\_love\\_Hoang\\_Yen's solution](#)

**1237.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1238.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1239.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1240.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1241.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1242.**

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1243.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1244.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[I\\_love\\_Hoang\\_Yen's solution](#)

**1245.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: dp, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1246.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1247.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1248.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1249.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: geometry, math, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1250.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dp, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1251.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1252.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1253.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1254.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1255.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, games, greedy, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1256.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1257.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1258.

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1259.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1260.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2015-03-16 · GNU C++0x (first AC) · Tags: games  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1261.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1262.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: combinatorics, graphs, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1263.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: dp, dsu, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1264.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: brute force, probabilities  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1265.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: brute force, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1266.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2015-03-05 · Python 2 (first AC) · Tags: binary search  
[I\\_love\\_Hoang\\_Yen's solution](#)

### 1267.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer, dp  
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### 1268.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang Yen's solution](#)

### 1269.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: geometry

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### 1270.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: greedy

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### 1271.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2015-02-19 · GNU C++ (first AC) · Tags: dp

[I love Hoang Yen's solution](#)

### 1272.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dp, strings

[I love Hoang Yen's solution](#)

### 1273.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: constructive algorithms, games, greedy

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### 1274.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dp

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### 1275.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

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### 1276.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: implementation, strings

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### 1277.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, trees

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### 1278.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

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**1279.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1280.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1281.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1282.**

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1283.**

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1284.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1900 · first AC: 2014-12-21 · GNU C++0x (first AC) · Tags: geometry, ternary search, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1285.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1286.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1287.**

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1288.**

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2014-11-30 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1289.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-

middle, number theory

[I love Hoang Yen's solution](#)

**1290.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[I love Hoang Yen's solution](#)

**1291.**

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[I love Hoang Yen's solution](#)

**1292.**

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings

[I love Hoang Yen's solution](#)

**1293.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[I love Hoang Yen's solution](#)

**1294.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: greedy, sortings

[I love Hoang Yen's solution](#)

**1295.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers

[I love Hoang Yen's solution](#)

**1296.**

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang Yen's solution](#)

**1297.**

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[I love Hoang Yen's solution](#)

**1298.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: bitmasks, dp, sortings

[I love Hoang Yen's solution](#)

**1299.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: greedy, sortings

[I love Hoang Yen's solution](#)

**1300.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: dp

[I love Hoang Yen's solution](#)

**1301.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2014-11-10 · Java 7 (first AC) · Tags: implementation, strings

[I love Hoang Yen's solution](#)

**1302.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy

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**1303.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, math

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**1304.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: dp, sortings

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**1305.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

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**1306.**

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

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**1307.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: \*special, dp, sortings

[I love Hoang Yen's solution](#)

**1308.**

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

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**1309.**

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: dp, flows, greedy, two pointers

[I love Hoang Yen's solution](#)

**1310.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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**1311.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1900 · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1312.**

463D

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

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

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**1313.**

463C

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

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

[I\\_love\\_Hoang\\_Yen's solution](#)

**1314.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1315.**

438B

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

Rating: 1900 · first AC: 2014-06-23 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1316.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1317.**

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1318.**

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1319.**

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1320.**

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1321.**

795L

[Bars](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: \*special, binary search, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1322.**

795J

[Stepan's Series](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-04-05 · Python 2 (first AC) · Tags: \*special, dp

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**1323.**

784B

[Kids' Riddle](#) · [Tutorial](#)

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[I love Hoang\\_Yen's solution](#)

**1324.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: \*special, brute force, implementation

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**1325.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 2 (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1326.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[I love Hoang\\_Yen's solution](#)

**1327.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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**1328.**

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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**1329.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · last AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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**1330.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

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**1331.**

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2014-11-09 · last AC: 2016-08-09 · GNU C++0x (first AC) · Tags: data structures, schedules

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**1332.**

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1333.**

676D

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Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1334.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1335.**

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1336.**

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1337.**

661E

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[I\\_love\\_Hoang\\_Yen's solution](#)

**1338.**

661C

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Quality: 139 global accepts · Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

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**1339.**

656C

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**1340.**

656E

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**1341.**

171E

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**1342.**

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1343.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

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**1344.**

533B

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**1345.**

432D

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**1346.**

13B

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**1347.**

633D

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**1348.**

629D

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**1349.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

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**1350.**

10C

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Quality: 1,700 global accepts · Rating: 2000 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: number theory

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**1351.**

621E

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: dp, matrices

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**1352.**

248C

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**1353.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

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**1354.**

615C

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Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1355.**

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: math, number theory

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**1356.**

611D

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Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

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**1357.**

609D

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Quality: 3,163 global accepts · Rating: 2000 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

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**1358.**

600D

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Quality: 2,704 global accepts · Rating: 2000 · first AC: 2015-11-29 · last AC: 2015-11-29 · GNU C++11 (first AC) · Tags: geometry

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**1359.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

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**1360.**

69C

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Quality: 674 global accepts · Rating: 2000 · first AC: 2015-11-06 · GNU C++11 (first AC) · Tags: implementation

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**1361.**

58D

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**1362.**

47C

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Quality: 867 global accepts · Rating: 2000 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: implementation

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**1363.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

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[I\\_love\\_Hoang\\_Yen's solution](#)

**1364.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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**1365.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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**1366.**

578C

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Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

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**1367.**

571B

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Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

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**1368.**

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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**1369.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

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**1370.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

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**1371.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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**1372.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1373.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, sortings

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**1374.**

234H

[Merging Two Decks](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2000 · first AC: 2015-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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**1375.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1376.**

153D

[Date Change](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 2000 · first AC: 2015-05-13 · Cobol (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1377.**

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

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**1378.**

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2015-05-13 · GNU C++11 (first AC) · Tags: data structures, dp

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**1379.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

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**1380.**

360B

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Quality: 3,493 global accepts · Rating: 2000 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: binary search, dp

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**1381.**

540C

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Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**1382.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-04-08 · GNU C++11 (first AC) · Tags: \*special, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1383.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1384.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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**1385.**

39A

[C++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: expression parsing, greedy

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**1386.**

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: dp, games

[I\\_love\\_Hoang\\_Yen's solution](#)

**1387.**

245F

[Log Stream Analysis](#) · Tutorial

Quality: 976 global accepts · Rating: 2000 · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation, strings

[I love Hoang\\_Yen's solution](#)

**1388.**

109D

[Lucky Sorting](#) · Tutorial

Quality: 894 global accepts · Rating: 2000 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: constructive algorithms, sortings

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**1389.**

114D

[Petr#](#) · Tutorial

Rating: 2000 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures, hashing, string suffix structures, strings

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**1390.**

317B

[Ants](#) · Tutorial

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: brute force, implementation

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**1391.**

26C

[Parquet](#) · Tutorial

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[I love Hoang\\_Yen's solution](#)

**1392.**

34E

[Collisions](#) · Tutorial

Quality: 653 global accepts · Rating: 2000 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I love Hoang\\_Yen's solution](#)

**1393.**

216E

[Martian Luck](#) · Tutorial

Quality: 667 global accepts · Rating: 2000 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: math, number theory

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**1394.**

366D

[Dima and Trap Graph](#) · Tutorial

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

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**1395.**

341C

[lahub and Permutations](#) · Tutorial

Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[I love Hoang\\_Yen's solution](#)

**1396.**

251C

[Number Transformation](#) · Tutorial

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dp, greedy, number theory

[I love Hoang\\_Yen's solution](#)

**1397.**

346B

[Lucky Common Subsequence](#) · Tutorial

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dp, strings

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**1398.**

137E

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Quality: 1,377 global accepts · Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures, implementation, strings

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**1399.**

280A

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Quality: 1,586 global accepts · Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: geometry

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**1400.**

87C

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Quality: 1,687 global accepts · Rating: 2000 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dp, games, math

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**1401.**

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[I love Hoang Yen's solution](#)

**1402.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp, math

[I love Hoang Yen's solution](#)

**1403.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I love Hoang Yen's solution](#)

**1404.**

61C

[Capture Valerian](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2000 · first AC: 2015-02-17 · Java 7 (first AC) · Tags: math

[I love Hoang Yen's solution](#)

**1405.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I love Hoang Yen's solution](#)

**1406.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp

[I love Hoang Yen's solution](#)

**1407.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2015-02-17 · last AC: 2015-02-17 · GNU C++0x (first AC) · Tags: bitmasks, data structures

[I love Hoang Yen's solution](#)

**1408.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1409.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 2000 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1410.**

504B

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

Rating: 2000 · first AC: 2015-02-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1411.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: math, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1412.**

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1413.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1414.**

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2015-01-10 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1415.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1416.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1417.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1418.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: dsu, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1419.**

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1420.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: games, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1421.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1422.**

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: binary search, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1423.**

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: data structures, dp, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1424.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1425.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1426.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**1427.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1428.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1429.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: binary search, dp, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1430.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1431.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1432.**

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: dp, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1433.**

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1434.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: brute force, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1435.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1436.**

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: bitmasks, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1437.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1438.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: greedy, math, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1439.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: dp, games, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1440.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2014-10-16 · last AC: 2014-10-17 · GNU C++0x (first AC) · Tags: flows, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1441.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: brute force, data structures, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1442.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1443.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1444.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1445.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-08 · GNU C++ (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1446.**

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1447.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1448.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1449.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1450.**

389E

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

Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1451.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2015-04-06 · last AC: 2022-03-21 · GNU C++11 (first AC) · Tags: data structures, dp, math

[I love Hoang\\_Yen's solution](#)

### 1452.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2014-10-15 · last AC: 2022-01-10 · GNU C++ (first AC) · Tags: geometry, sortings

[I love Hoang\\_Yen's solution](#)

### 1453.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2014-10-15 · last AC: 2018-10-05 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[I love Hoang\\_Yen's solution](#)

### 1454.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[I love Hoang\\_Yen's solution](#)

### 1455.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

### 1456.

795B

[Significant Cups](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, sortings, two pointers

[I love Hoang\\_Yen's solution](#)

### 1457.

795A

[Amusement Park](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-05 · Ruby (first AC) · Tags: \*special, brute force, ternary search

[I love Hoang\\_Yen's solution](#)

### 1458.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[I love Hoang\\_Yen's solution](#)

### 1459.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[I love Hoang\\_Yen's solution](#)

### 1460.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[I love Hoang\\_Yen's solution](#)

### 1461.

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[I love Hoang\\_Yen's solution](#)

**1462.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[I\\_love\\_Hoang\\_Yen's solution](#)

**1463.**

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**1464.**

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1465.**

661D

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

Quality: 138 global accepts · Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1466.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · Python 2 (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1467.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-10-20 · last AC: 2016-03-22 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1468.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1469.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1470.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1471.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1472.**

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[I love Hoang Yen's solution](#)

### 1473.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[I love Hoang Yen's solution](#)

### 1474.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[I love Hoang Yen's solution](#)

### 1475.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2015-11-04 · last AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, ternary search

[I love Hoang Yen's solution](#)

### 1476.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[I love Hoang Yen's solution](#)

### 1477.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[I love Hoang Yen's solution](#)

### 1478.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[I love Hoang Yen's solution](#)

### 1479.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[I love Hoang Yen's solution](#)

### 1480.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[I love Hoang Yen's solution](#)

### 1481.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[I love Hoang Yen's solution](#)

### 1482.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[I love Hoang Yen's solution](#)

**1483.**

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: binary search, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1484.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · last AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1485.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1486.**

577D

[Invariance of Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1487.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: binary search, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1488.**

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1489.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1490.**

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1491.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1492.**

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1493.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1494.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1495.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1496.**

153E

[Euclidean Distance](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2100 · first AC: 2015-05-13 · Cobol (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1497.**

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: brute force, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1498.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1499.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1500.**

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1501.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-04-03 · last AC: 2015-04-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[I\\_love\\_Hoang\\_Yen's solution](#)

**1502.**

531H

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

Rating: 2100 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1503.**

531G

[Levenshtein distance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)**1504.**

531F

[Jumping frogs](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-28 · Picat (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)**1505.**

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[I love Hoang\\_Yen's solution](#)**1506.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: dp, sortings

[I love Hoang\\_Yen's solution](#)**1507.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: dp, greedy, two pointers

[I love Hoang\\_Yen's solution](#)**1508.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[I love Hoang\\_Yen's solution](#)**1509.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2015-03-01 · GNU C++0x (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[I love Hoang\\_Yen's solution](#)**1510.**

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: math, probabilities, sortings

[I love Hoang\\_Yen's solution](#)**1511.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms

[I love Hoang\\_Yen's solution](#)**1512.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I love Hoang\\_Yen's solution](#)**1513.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1514.**

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1515.**

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: brute force, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1516.**

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1517.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2015-02-17 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1518.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1519.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1520.**

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, games

[I\\_love\\_Hoang\\_Yen's solution](#)

**1521.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1522.**

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-01-04 · last AC: 2015-01-04 · GNU C++0x (first AC) · Tags: data structures, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1523.**

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1524.**

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[I love Hoang\\_Yen's solution](#)

**1525.**

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[I love Hoang\\_Yen's solution](#)

**1526.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, bitmasks, data structures

[I love Hoang\\_Yen's solution](#)

**1527.**

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[I love Hoang\\_Yen's solution](#)

**1528.**

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: greedy, math

[I love Hoang\\_Yen's solution](#)

**1529.**

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**1530.**

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I love Hoang\\_Yen's solution](#)

**1531.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[I love Hoang\\_Yen's solution](#)

**1532.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: geometry, math

[I love Hoang\\_Yen's solution](#)

**1533.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, math, trees

[I love Hoang\\_Yen's solution](#)

**1534.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I love Hoang\\_Yen's solution](#)

**1535.**

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: dp, graphs, implementation, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1536.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1537.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: dp, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1538.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1539.**

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1540.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1541.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1542.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1543.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1544.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-08 · GNU C++ (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1545.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1546.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1547.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1548.**

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**1549.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1550.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2016-01-28 · last AC: 2022-12-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1551.**

707D

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

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1552.**

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1553.**

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1554.**

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1555.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1556.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1557.**

757D

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

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1558.**

733F

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

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · last AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1559.**

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1560.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1561.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1562.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1563.**

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1564.**

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1565.**

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1566.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1567.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-24 · last AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1568.**

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1569.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: dp, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1570.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2016-02-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1571.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1572.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1573.**

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1574.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: binary search, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1575.**

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1576.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1577.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1578.**

603C

[Lieves of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1579.**

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1580.**

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: data structures, geometry, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1581.**

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**1582.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1583.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1584.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1585.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1586.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1587.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1588.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1589.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: games

[I\\_love\\_Hoang\\_Yen's solution](#)

**1590.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1591.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1592.**

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1593.**

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1594.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-08-17 · GNU C++11 (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1595.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1596.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1597.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · last AC: 2015-07-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1598.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1599.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[I love Hoang\\_Yen's solution](#)

**1600.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, greedy

[I love Hoang\\_Yen's solution](#)

**1601.**

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**1602.**

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: hashing, strings

[I love Hoang\\_Yen's solution](#)

**1603.**

153C

[Caesar Cipher](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2200 · first AC: 2015-05-13 · Cobol (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1604.**

538E

[Demijurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[I love Hoang\\_Yen's solution](#)

**1605.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[I love Hoang\\_Yen's solution](#)

**1606.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: bitmasks, dp

[I love Hoang\\_Yen's solution](#)

**1607.**

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[I love Hoang\\_Yen's solution](#)

**1608.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[I love Hoang\\_Yen's solution](#)

**1609.**

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: data structures, greedy, sortings

[I love Hoang\\_Yen's solution](#)

**1610.**

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1611.**

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-04 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1612.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1613.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1614.**

506B

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

Rating: 2200 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1615.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2015-02-20 · last AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1616.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, data structures, probabilities, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1617.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1618.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2015-02-19 · last AC: 2015-02-19 · GNU C++ (first AC) · Tags: brute force, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1619.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1620.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: implementation, math, probabilities, trees  
[I love Hoang Yen's solution](#)

### 1621.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: implementation  
[I love Hoang Yen's solution](#)

### 1622.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: binary search, data structures, trees  
[I love Hoang Yen's solution](#)

### 1623.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: bitmasks, data structures, trees  
[I love Hoang Yen's solution](#)

### 1624.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-15 · GNU C++0x (first AC) · Tags: dp, matrices  
[I love Hoang Yen's solution](#)

### 1625.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dp, greedy  
[I love Hoang Yen's solution](#)

### 1626.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation  
[I love Hoang Yen's solution](#)

### 1627.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: bitmasks, dp, games  
[I love Hoang Yen's solution](#)

### 1628.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation  
[I love Hoang Yen's solution](#)

### 1629.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-12-09 · GNU C++0x (first AC) · Tags: graphs, math  
[I love Hoang Yen's solution](#)

### 1630.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-12-02 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory  
[I love Hoang Yen's solution](#)

### 1631.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1632.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: binary search, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1633.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: graph matchings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1634.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-11-19 · last AC: 2014-11-19 · GNU C++0x (first AC) · Tags: data structures, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1635.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: dp, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1636.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, data structures, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1637.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: bitmasks, dp, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1638.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, hashing, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1639.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1640.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2014-11-11 · last AC: 2014-11-11 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1641.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1642.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1643.**

477C

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

Rating: 2200 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1644.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: greedy, hashing, string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1645.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: flows

[I\\_love\\_Hoang\\_Yen's solution](#)

**1646.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2014-06-24 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1647.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: bitmasks, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1648.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: data structures, divide and conquer, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1649.**

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2014-04-04 · GNU C++ (first AC) · Tags: \*special, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1650.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1651.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1652.**

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2023-06-06 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

constructive algorithms, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1653.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-06-10 · last AC: 2022-12-16 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[I\\_love\\_Hoang\\_Yen's solution](#)

**1654.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1655.**

795E

[Big Number and Remainder](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-05 · GNU C (first AC) · Tags: \*special, brute force, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1656.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1657.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1658.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1659.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1660.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1661.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1662.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1663.**

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1664.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1665.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1666.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1667.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: games

[I\\_love\\_Hoang\\_Yen's solution](#)

**1668.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1669.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2015-11-14 · last AC: 2015-11-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1670.**

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2015-11-01 · GNU C++11 (first AC) · Tags: brute force, dsu, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1671.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1672.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-15 · last AC: 2015-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1673.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[I love Hoang Yen's solution](#)

**1674.**

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[I love Hoang Yen's solution](#)

**1675.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-30 · last AC: 2015-09-06 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[I love Hoang Yen's solution](#)

**1676.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[I love Hoang Yen's solution](#)

**1677.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[I love Hoang Yen's solution](#)

**1678.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[I love Hoang Yen's solution](#)

**1679.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2015-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[I love Hoang Yen's solution](#)

**1680.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[I love Hoang Yen's solution](#)

**1681.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[I love Hoang Yen's solution](#)

**1682.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[I love Hoang Yen's solution](#)

**1683.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[I love Hoang Yen's solution](#)

**1684.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[I love Hoang\\_Yen's solution](#)

**1685.**

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: games, math

[I love Hoang\\_Yen's solution](#)

**1686.**

130I

[Array sorting](#) · [Tutorial](#)

Quality: 191 global accepts · Rating: 2300 · first AC: 2015-05-15 · Befunge (first AC) · Tags: \*special, sortings

[I love Hoang\\_Yen's solution](#)

**1687.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[I love Hoang\\_Yen's solution](#)

**1688.**

305E

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

Quality: 731 global accepts · Rating: 2300 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: games

[I love Hoang\\_Yen's solution](#)

**1689.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2015-03-09 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[I love Hoang\\_Yen's solution](#)

**1690.**

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**1691.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: dp, games

[I love Hoang\\_Yen's solution](#)

**1692.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[I love Hoang\\_Yen's solution](#)

**1693.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**1694.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: brute force, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1695.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: brute force, data structures, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1696.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: dp, expression parsing, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1697.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1698.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1699.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: brute force, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1700.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: dp, fft

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1701.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1702.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: combinatorics, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1703.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: graphs, hashing, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1704.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1705.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1706.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1707.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1708.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1709.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1710.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1711.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: flows, graph matchings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1712.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1713.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1714.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1715.

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1716.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1717.

385E

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

Quality: 666 global accepts · Rating: 2300 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: math, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1718.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1719.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1720.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1721.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1722.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1723.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2014-10-20 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1724.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2014-10-18 · last AC: 2014-10-18 · GNU C++0x (first AC) · Tags: flows, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1725.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: flows, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1726.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2014-10-17 · last AC: 2014-10-17 · GNU C++0x (first AC) · Tags: flows, graph matchings

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1727.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, geometry  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1728.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: data structures, dp, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1729.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-06-10 · last AC: 2014-06-10 · GNU C++ (first AC) · Tags: data structures, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1730.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1731.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1732.**

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1733.**

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1734.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1735.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1736.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1737.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-11-05 · Java 8 (first AC) · Tags: data structures, hashing  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1738.**

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1739.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1740.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**1741.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · last AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

**1742.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1743.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1744.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1745.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1746.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1747.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1748.**

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**1749.**

661H

[Rotate Matrix](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 2400 · first AC: 2016-04-10 · J (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**1750.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1751.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1752.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1753.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1754.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[I\\_love\\_Hoang\\_Yen's solution](#)

**1755.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1756.**

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-02-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1757.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**1758.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1759.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1760.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1761.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · last AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

**1762.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1763.**

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1764.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1765.**

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1766.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · last AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1767.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1768.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1769.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1770.**

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1771.**

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[I\\_love\\_Hoang\\_Yen's solution](#)

**1772.**

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1773.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: dp, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1774.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

**1775.**

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1776.**

32E

[Hide-and-Seek](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2400 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: geometry, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1777.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2015-03-10 · Java 8 (first AC) · Tags: graphs, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1778.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1779.**

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1780.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures, implementation, math,

matrices, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1781.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1782.**

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2015-02-19 · last AC: 2015-02-19 · GNU C++0x (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1783.**

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1784.**

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1785.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1786.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1787.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1788.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-02-12 · last AC: 2015-02-12 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1789.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-08 · GNU C++0x (first AC) · Tags: dfs and similar

[I\\_love\\_Hoang\\_Yen's solution](#)

**1790.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1791.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[I love Hoang\\_Yen's solution](#)

**1792.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[I love Hoang\\_Yen's solution](#)

**1793.**

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: bitmasks, dp, math, probabilities

[I love Hoang\\_Yen's solution](#)

**1794.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[I love Hoang\\_Yen's solution](#)

**1795.**

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[I love Hoang\\_Yen's solution](#)

**1796.**

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1797.**

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: graphs, implementation

[I love Hoang\\_Yen's solution](#)

**1798.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, trees

[I love Hoang\\_Yen's solution](#)

**1799.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-11-08 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**1800.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[I love Hoang\\_Yen's solution](#)

**1801.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, dp

[I love Hoang\\_Yen's solution](#)

**1802.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2014-10-16 · last AC: 2014-10-17 · GNU C++0x (first AC) · Tags: flows, graphs  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1803.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2014-10-15 · last AC: 2014-10-17 · GNU C++ (first AC) · Tags: flows, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1804.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2014-09-18 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1805.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1806.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1807.**

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: data structures, math, number theory  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1808.**

2206B

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

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1809.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · last AC: 2021-12-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1810.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1811.**

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[I\\_love\\_Hoang\\_Yen's solution](#)

**1812.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number

theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1813.**

736C

[Ostap and Tree](#) · [Tutorial](#)

Quality: 2500 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1814.**

683I

[Loader](#) · [Tutorial](#)

Quality: 48 global accepts · Rating: 2500 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: \*special, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1815.**

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1816.**

655F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1817.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: data structures, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1818.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1819.**

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: data structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1820.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1821.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1822.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-26 · GNU C++11 (first AC) · Tags: hashing, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1823.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[I love Hoang\\_Yen's solution](#)

**1824.**

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: binary search, geometry

[I love Hoang\\_Yen's solution](#)

**1825.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: data structures, number theory

[I love Hoang\\_Yen's solution](#)

**1826.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[I love Hoang\\_Yen's solution](#)

**1827.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2015-11-02 · GNU C++11 (first AC) · Tags: dp, matrices

[I love Hoang\\_Yen's solution](#)

**1828.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[I love Hoang\\_Yen's solution](#)

**1829.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: geometry

[I love Hoang\\_Yen's solution](#)

**1830.**

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · last AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[I love Hoang\\_Yen's solution](#)

**1831.**

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-08-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[I love Hoang\\_Yen's solution](#)

**1832.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[I love Hoang\\_Yen's solution](#)

**1833.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[I love Hoang\\_Yen's solution](#)

**1834.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1835.

531I

[Different variables](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-04-05 · Picat (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1836.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1837.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1838.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1839.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1840.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2015-02-20 · last AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dp, games

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1841.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2015-02-18 · GNU C++ (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1842.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2015-02-18 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1843.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1844.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1845.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1846.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: combinatorics, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1847.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1848.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: combinatorics, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1849.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1850.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1851.

438C

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

Rating: 2500 · first AC: 2014-12-09 · GNU C++0x (first AC) · Tags: dp, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1852.

401E

[Olympic Games](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: \*broken, math

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1853.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-11-22 · GNU C++0x (first AC) · Tags: binary search, implementation, sortings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1854.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1855.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-11-16 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

**1856.**

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: geometry, schedules, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1857.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: binary search, hashing, strings, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1858.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1859.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1860.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1861.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1862.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

**1863.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1864.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · GNU C++11 (first AC) · Tags: flows, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1865.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1866.**

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1867.**

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1868.**

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**1869.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: geometry, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1870.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[I\\_love\\_Hoang\\_Yen's solution](#)

**1871.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1872.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: dp, geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1873.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[I\\_love\\_Hoang\\_Yen's solution](#)

**1874.**

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2016-02-25 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1875.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dp, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1876.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-02-12 · last AC: 2016-02-12 · GNU C++11 (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1877.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1878.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: bitmasks, dp, trees

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**1879.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1880.**

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1881.**

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

**1882.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1883.**

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1884.**

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-14 · last AC: 2015-04-14 · GNU C++11 (first AC) · Tags: geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1885.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1886.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[I\\_love\\_Hoang\\_Yen's solution](#)

**1887.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: data structures, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1888.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: games

[I love Hoang\\_Yen's solution](#)

**1889.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, math, probabilities

[I love Hoang\\_Yen's solution](#)

**1890.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-08 · last AC: 2015-02-08 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

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**1891.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: data structures, greedy

[I love Hoang\\_Yen's solution](#)

**1892.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities

[I love Hoang\\_Yen's solution](#)

**1893.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang\\_Yen's solution](#)

**1894.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: implementation, math

[I love Hoang\\_Yen's solution](#)

**1895.**

483E

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

Rating: 2600 · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: bitmasks, dp

[I love Hoang\\_Yen's solution](#)

**1896.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities

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**1897.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-22 · GNU C++0x (first AC) · Tags: dp, graphs

[I love Hoang\\_Yen's solution](#)

**1898.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: brute force, dp

[I love Hoang\\_Yen's solution](#)

**1899.**

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: data structures, math

[I love Hoang Yen's solution](#)

**1900.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2014-10-08 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[I love Hoang Yen's solution](#)

**1901.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-21 · last AC: 2014-06-21 · GNU C++ (first AC) · Tags: data structures, trees

[I love Hoang Yen's solution](#)

**1902.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[I love Hoang Yen's solution](#)

**1903.**

778D

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

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · last AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[I love Hoang Yen's solution](#)

**1904.**

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[I love Hoang Yen's solution](#)

**1905.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2016-03-13 · last AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, dsu

[I love Hoang Yen's solution](#)

**1906.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[I love Hoang Yen's solution](#)

**1907.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2016-01-18 · last AC: 2016-01-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[I love Hoang Yen's solution](#)

**1908.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[I love Hoang Yen's solution](#)

**1909.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dp, matrices

[I love Hoang Yen's solution](#)

**1910.**

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers

[I love Hoang Yen's solution](#)

**1911.**

575A

[Fibonacci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[I love Hoang Yen's solution](#)

**1912.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: dp, greedy

[I love Hoang Yen's solution](#)

**1913.**

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++ (first AC) · Tags: bitmasks, brute force, graph matchings

[I love Hoang Yen's solution](#)

**1914.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[I love Hoang Yen's solution](#)

**1915.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2015-01-05 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[I love Hoang Yen's solution](#)

**1916.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[I love Hoang Yen's solution](#)

**1917.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: dfs and similar

[I love Hoang Yen's solution](#)

**1918.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-26 · GNU C++0x (first AC) · Tags: dp, matrices

[I love Hoang Yen's solution](#)

**1919.**

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-12-18 · GNU C++0x (first AC) · Tags: dp, hashing

[I love Hoang Yen's solution](#)

**1920.**

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dp, trees

[I love Hoang Yen's solution](#)

**1921.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**1922.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: combinatorics, divide and conquer, dp

[I love Hoang\\_Yen's solution](#)

**1923.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**1924.**

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: brute force, geometry, math, sortings

[I love Hoang\\_Yen's solution](#)

**1925.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dp, probabilities

[I love Hoang\\_Yen's solution](#)

**1926.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2014-11-19 · last AC: 2014-11-19 · D (first AC) · Tags: data structures, divide and conquer, hashing

[I love Hoang\\_Yen's solution](#)

**1927.**

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: dp, strings

[I love Hoang\\_Yen's solution](#)

**1928.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: flows, graphs

[I love Hoang\\_Yen's solution](#)

**1929.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2015-12-27 · last AC: 2022-01-03 · GNU C++11 (first AC) · Tags: graphs

[I love Hoang\\_Yen's solution](#)

**1930.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[I love Hoang\\_Yen's solution](#)

**1931.**

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: math, probabilities

[I love Hoang\\_Yen's solution](#)

**1932.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-24 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1933.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1934.

671C

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

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1935.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1936.

360E

[Levko and Game](#) · [Tutorial](#)

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[I\\_love\\_Hoang\\_Yen's solution](#)

### 1937.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-28 · last AC: 2016-01-28 · GNU C++11 (first AC) · Tags: data structures, strings, trees

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### 1938.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: data structures, dp

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1939.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1940.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

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### 1941.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: greedy

[I\\_love\\_Hoang\\_Yen's solution](#)

### 1942.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[I\\_love\\_Hoang\\_Yen's solution](#)

**1943.**

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-01-04 · GNU C++0x (first AC) · Tags: dsu, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1944.**

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2015-01-03 · GNU C++0x (first AC) · Tags: implementation, math, two pointers

[I\\_love\\_Hoang\\_Yen's solution](#)

**1945.**

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1946.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1947.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1948.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2014-10-22 · last AC: 2014-10-22 · GNU C++0x (first AC) · Tags: data structures, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**1949.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: data structures, flows, graphs, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**1950.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: bitmasks, data structures, fft

[I\\_love\\_Hoang\\_Yen's solution](#)

**1951.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1952.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · last AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

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**1953.**

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-05-07 · last AC: 2016-05-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[I\\_love\\_Hoang\\_Yen's solution](#)

**1954.**

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-05 · GNU C++11 (first AC) · Tags: geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1955.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: geometry

[I\\_love\\_Hoang\\_Yen's solution](#)

**1956.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

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**1957.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: dsu

[I\\_love\\_Hoang\\_Yen's solution](#)

**1958.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[I\\_love\\_Hoang\\_Yen's solution](#)

**1959.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2015-05-01 · GNU C++11 (first AC) · Tags: binary search, data structures, string suffix structures

[I\\_love\\_Hoang\\_Yen's solution](#)

**1960.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: data structures, trees

[I\\_love\\_Hoang\\_Yen's solution](#)

**1961.**

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[I\\_love\\_Hoang\\_Yen's solution](#)

**1962.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2014-11-03 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[I\\_love\\_Hoang\\_Yen's solution](#)

**1963.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: flows

[I\\_love\\_Hoang\\_Yen's solution](#)

**1964.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-02-03 · last AC: 2016-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

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### 1965.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[I love Hoang Yen's solution](#)

### 1966.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: data structures, graphs, shortest paths

[I love Hoang Yen's solution](#)

### 1967.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: graphs

[I love Hoang Yen's solution](#)

### 1968.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

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### 1969.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: graph matchings, strings

[I love Hoang Yen's solution](#)

### 1970.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-03 · Python 3 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 1971.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-03 · Python 3 (first AC) · Tags: \*special, brute force, games, interactive

[I love Hoang Yen's solution](#)

### 1972.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[I love Hoang Yen's solution](#)

### 1973.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, graph matchings, implementation

[I love Hoang Yen's solution](#)

### 1974.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, binary search, brute force

[I love Hoang Yen's solution](#)

**1975.**

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, geometry

[I love Hoang\\_Yen's solution](#)

**1976.**

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, games, interactive

[I love Hoang\\_Yen's solution](#)

**1977.**

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3 (first AC) · Tags: \*special, string suffix structures

[I love Hoang\\_Yen's solution](#)

**1978.**

1812F

[Factorization · Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, number theory

[I love Hoang\\_Yen's solution](#)

**1979.**

1812G

[Colour Vision · Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, implementation

[I love Hoang\\_Yen's solution](#)

**1980.**

1812C

[Digits · Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

**1981.**

1812E

[Not a Geometry Problem · Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[I love Hoang\\_Yen's solution](#)

**1982.**

1812D

[Trivial Conjecture · Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[I love Hoang\\_Yen's solution](#)

**1983.**

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[I love Hoang\\_Yen's solution](#)

**1984.**

1812B

[Was it Rated? · Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, brute force, implementation

[I love Hoang\\_Yen's solution](#)

**1985.**

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, expression parsing, strings

[I love Hoang Yen's solution](#)

**1986.**

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · last AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**1987.**

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: \*special, implementation, math

[I love Hoang Yen's solution](#)

**1988.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: \*special, divide and conquer, implementation, math

[I love Hoang Yen's solution](#)

**1989.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: \*special, expression parsing, trees

[I love Hoang Yen's solution](#)

**1990.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms

[I love Hoang Yen's solution](#)

**1991.**

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · last AC: 2022-01-11 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**1992.**

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**1993.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-02 · Python 3 (first AC) · Tags: \*special, implementation

[I love Hoang Yen's solution](#)

**1994.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-02 · Python 3 (first AC) · Tags: \*special, math, number theory

[I love Hoang Yen's solution](#)

**1995.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-02 · Python 2 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**1996.**

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**1997.**

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**1998.**

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**1999.**

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2000.**

101383F

[Mega Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2001.**

101383C

[Floyd](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2002.**

101383A

[Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2003.**

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-05 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2004.**

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[I love Hoang\\_Yen's solution](#)

**2005.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**2006.**

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**2007.**

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2008.**

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**2009.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**2010.**

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[I\\_love\\_Hoang\\_Yen's solution](#)

**2011.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**2012.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[I\\_love\\_Hoang\\_Yen's solution](#)

**2013.**

undefined214

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**2014.**

100009A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2015.**

undefined524

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2016.**

undefined370

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I\\_love\\_Hoang\\_Yen's solution](#)

**2017.**

undefined350

[XOR-omania](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2018.**

undefined518

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2019.

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2020.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · Python 2 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2021.

undefined188

[Factory guard](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

## 2022.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2023.

undefined146

[The Runner](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

## 2024.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

## 2025.

undefined176

[Flow construction](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2026.

undefined178

[Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

## 2027.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

## 2028.

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

## 2029.

undefined166

[Editor](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · last AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2030.

undefined239

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2031.

undefined165

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2032.

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2033.

undefined170

[Particles](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2034.

undefined164

[Airlines](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2035.

undefined162

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2036.

undefined158

[Commuter Train](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2037.

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2038.

undefined153

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

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2039.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2040.

undefined455

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

Rating: — · first AC: 2018-05-11 · last AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2041.

100503D

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

Rating: — · first AC: 2014-10-09 · last AC: 2018-05-11 · GNU C++ (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2042.

undefined330

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

## 2043.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

## 2044.

undefined163

[Wise King](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2045.

undefined160

[Magic Multiplying Machine](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

## 2046.

undefined169

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2047.

undefined183

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

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

## 2048.

undefined190

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang\\_Yen's solution](#)

## 2049.

undefined191

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2050.

undefined186

[The chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

## 2051.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2052.

undefined152

[Making round](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · last AC: 2018-05-10 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2053.

undefined354

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2054.

undefined356

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2055.

undefined357

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2056.

undefined492

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2057.

undefined489

[Extremal Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2058.

undefined476

[Coach's trouble](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2059.

undefined479

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2060.

undefined483

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2061.

undefined490

[Figure and Spots](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2062.

undefined379

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2063.

undefined361

[National Flag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2064.

undefined340

[Tex2HTML](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2065.

undefined259

[Printed PR](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2066.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · last AC: 2018-05-08 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2067.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

### 2068.

undefined225

[Little Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2069.

undefined224

[Little Queens](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2070.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2071.

undefined221

[Big Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2072.

undefined220

[Little Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

### 2073.

undefined415

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2074.**

undefined411

[Petya the Hero](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2075.**

undefined443

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2076.**

undefined444

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2077.**

undefined506

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2078.**

undefined544

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

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2079.**

undefined151

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

Rating: — · first AC: 2018-05-06 · last AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2080.**

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**2081.**

undefined365

[Ships of the Desert](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**2082.**

undefined269

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2083.**

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[I love Hoang Yen's solution](#)

**2084.**

undefined294

[He's Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · Java 8 (first AC) · Tags: —

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**2093.**

undefined326

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undefined203

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undefined216

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undefined211

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undefined131

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undefined126

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undefined302

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undefined276

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undefined144

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undefined149

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undefined117

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undefined184

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undefined398

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undefined133

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undefined222

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**2314.**

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**2316.**

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**2318.**

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**2323.**

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**2324.**

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**2325.**

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**2326.**

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**2328.**

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**2329.**

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**2330.**

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**2331.**

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**2332.**

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**2334.**

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**2335.**

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**2336.**

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**2337.**

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**2338.**

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**2342.**

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**2345.**

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**2363.**

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**2410.**

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**2411.**

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**2413.**

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**2414.**

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**2415.**

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**2418.**

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**2419.**

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**2420.**

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**2421.**

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**2437.**

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**2504.**

100221A

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**2511.**

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**2512.**

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**2520.**

100341D

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**2521.**

100341F

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**2522.**

100341I

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**2762.**

100796L

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**2763.**

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**2764.**

100781J

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**2767.**

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**2768.**

100781F

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**2769.**

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**2770.**

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**2771.**

100781D

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**2772.**

100781C

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**2773.**

100210C

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**2774.**

100211J

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**2775.**

100211F

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**2776.**

100210H

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**2777.**

100210G

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**2778.**

100210F

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**2779.**

100210B

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**2780.**

100210E

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**2781.**

100216C

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**2782.**

100216J

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**2783.**

100216B

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**2784.**

100216G

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**2785.**

100216I

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**2786.**

100216H

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**2787.**

100216F

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**2788.**

100216E

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**2789.**

100216A

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**2790.**

100215K

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**2791.**

100215I

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**2792.**

100215H

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**2793.**

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**2794.**

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**2795.**

100215E

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**2796.**

100215D

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**2797.**

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**2798.**

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**2799.**

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**2801.**

100723J

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**2802.**

100723I

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**2803.**

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**2804.**

100723G

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**2805.**

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**2806.**

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**2808.**

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**2809.**

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**2810.**

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**2811.**

100213K

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**2812.**

100213J

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**2813.**

100213I

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**2814.**

100213H

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**2815.**

100213F

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**2816.**

100213E

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**2817.**

100213D

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**2818.**

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**2819.**

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**2822.**

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**2824.**

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**2830.**

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**2832.**

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**2833.**

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**2836.**

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**2837.**

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**2838.**

100211G

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**2839.**

100211D

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**2840.**

100211H

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**2841.**

100211I

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**2842.**

100211E

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**2843.**

100430E

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**2844.**

100430H

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**2845.**

100430G

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**2846.**

100430A

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**2847.**

100430J

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**2848.**

100212B

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Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

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**2849.**

100212H

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Rating: — · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: —

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**2850.**

100151E

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**2851.**

100151F

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**2852.**

100151B

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**2853.**

100151K

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**2854.**

100151C

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**2855.**

100151A

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**2856.**

100212J

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**2857.**

100212F

[The Magic Wheel](#) · Tutorial

Rating: — · first AC: 2015-09-19 · GNU C++ (first AC) · Tags: —

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**2858.**

100212I

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**2859.**

100212C

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**2860.**

100212K

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**2861.**

100212E

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**2862.**

100212G

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**2863.**

100212D

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**2864.**

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**2865.**

100204A

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**2866.**

100204I

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**2867.**

100204H

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**2868.**

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**2869.**

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100204D

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**2873.**

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**2874.**

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**2875.**

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**2876.**

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**2877.**

100202D

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**2878.**

100202I

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**2879.**

100202G

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**2880.**

100202A

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**2881.**

100202E

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**2882.**

100202H

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**2883.**

100201F

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**2884.**

100201I

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**2885.**

100201H

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**2886.**

100201G

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**2887.**

100201B

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**2888.**

100201D

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**2889.**

100201C

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**2890.**

100741E

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**2891.**

100738F

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**2892.**

100738I

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**2893.**

100738E

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Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2894.**

100738D

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Rating: — · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: —

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**2895.**

100738C

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**2896.**

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**2897.**

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**2898.**

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**2899.**

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**2900.**

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**2901.**

100200D

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**2902.**

100200G

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**2903.**

100200H

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**2904.**

100200E

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**2905.**

100200A

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**2906.**

100200F

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**2907.**

100200B

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**2908.**

100703D

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**2909.**

100703H

[A lot of work](#) · [Tutorial](#)

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**2910.**

100703E

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Rating: — · first AC: 2015-08-24 · GNU C++11 (first AC) · Tags: —

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**2911.**

100703J

[A lot of time](#) · Tutorial

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**2912.**

100703F

[Game of words](#) · Tutorial

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**2913.**

100703K

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**2914.**

100703I

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**2915.**

100703G

[Game of numbers](#) · Tutorial

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**2916.**

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**2917.**

100703L

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**2918.**

100703A

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**2919.**

100703M

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**2920.**

100198G

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**2921.**

100198I

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**2922.**

100198H

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**2923.**

100198F

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**2924.**

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**2925.**

100198D

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**2926.**

100198C

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**2927.**

100198B

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**2928.**

100198A

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**2929.**

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**2930.**

100197F

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**2931.**

100197H

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**2932.**

100197G

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**2933.**

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**2934.**

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**2935.**

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**2936.**

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**2937.**

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**2938.**

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**2939.**

100624I

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**2940.**

100624H

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**2941.**

100624E

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**2942.**

100624D

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**2943.**

100624C

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**2944.**

100624A

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**2945.**

100199H

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**2946.**

100199G

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**2947.**

100199F

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**2948.**

100199E

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**2949.**

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**2950.**

100199C

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**2951.**

100199B

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**2952.**

100199A

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**2953.**

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**2954.**

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**2955.**

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**2956.**

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**2957.**

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**2958.**

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**2959.**

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**2960.**

100721I

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**2961.**

100721H

[Guardian of Decency](#) · [Tutorial](#)

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**2962.**

100721D

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**2963.**

100721F

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**2964.**

100721C

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**2965.**

100721B

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**2966.**

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**2967.**

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**2968.**

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**2969.**

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[Crankshaft](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-28 · GNU C++11 (first AC) · Tags: —

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**2970.**

100725E

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**2971.**

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**2972.**

100725H

[Highways](#) · [Tutorial](#)

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**2973.**

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**2974.**

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**2975.**

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**2976.**

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**2977.**

100687K

[Snake \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

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**2978.**

100687J

[ACM Student Chapter \(B\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

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**2979.**

100687H

[Graduation Projects \(B\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2980.**

100687G

[Graduation Projects \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2981.**

100687D

[Forming Teams \(B\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2982.**

100687C

[Forming Teams \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2983.**

100687I

[ACM Student Chapter \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2984.**

100687E

[Proficiency Test \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2985.**

100687A

[Bad Printer \(A\)](#) · Tutorial

Rating: — · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**2986.**

100650F

[Square Count](#) · Tutorial

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2987.**

100650E

[Reliable Nets](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2988.**

100650C

[The Game of Efil](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2989.**

100650G

[Swamp Things](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2990.**

100650H

[Two Ends](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2991.**

100650B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2992.**

100650D

[Queens, Knights and Pawns](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2993.**

100650A

[ACM \(ACronym Maker\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-02 · GNU C++11 (first AC) · Tags: —

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**2994.**

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

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**2995.**

100676G

[G. Training Camp](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2996.**

100676F

[F. Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2997.**

100676E

[E. Time Limit Exceeded?](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2998.**

100676D

[D. Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**2999.**

100676C

[C. Memory is Full](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3000.**

100676B

[B. Three Angles](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3001.**

100676A

[A. Relational Operator](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-27 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3002.**

100090F

[Asperger Syndrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3003.**

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3004.**

100090H

[Game with the Stones](#) · [Tutorial](#)

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[I love Hoang Yen's solution](#)

**3005.**

100090B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3006.**

100090J

[Product Innovation](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3007.**

100090A

[After Two Hares](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3008.**

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3009.**

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3010.**

100090C

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

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3011.**

100090M

[Jumping along the Hummocks](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3012.**

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3013.**

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3014.**

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-22 · GNU C++11 (first AC) · Tags: —

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**3015.**

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3016.**

100641E

[Inspectors](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3017.**

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

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**3018.**

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3019.**

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3020.**

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

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**3021.**

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-19 · GNU C++11 (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3022.**

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · last AC: 2015-04-13 · GNU C++11 (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3023.**

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3024.**

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3025.**

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

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**3026.**

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

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**3027.**

100651D

[I Conduit!](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

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**3028.**

100651H

[Translations](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

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**3029.**

100651C

[Hit or Miss](#) · [Tutorial](#)

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**3030.**

100651E

[Roll Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++11 (first AC) · Tags: —

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**3031.**

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: —

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**3032.**

100651F

[Team Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: —

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**3033.**

100651G

[To and Fro](#) · [Tutorial](#)

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**3034.**

100651A

[Alphacode](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: —

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**3035.**

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

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**3036.**

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

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**3037.**

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3038.**

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

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**3039.**

100541D

[Treasure Box](#) · [Tutorial](#)

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**3040.**

100541C

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**3041.**

100541B

[Sum](#) · [Tutorial](#)

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**3042.**

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-14 · last AC: 2015-03-14 · GNU C++0x (first AC) · Tags: —

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**3043.**

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · last AC: 2015-01-30 · GNU C++0x (first AC) · Tags: —

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**3044.**

100519G

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**3045.**

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

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**3046.**

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · last AC: 2015-01-29 · GNU C++0x (first AC) · Tags: —

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**3047.**

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · last AC: 2015-01-29 · GNU C++0x (first AC) · Tags: —

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**3048.**

100519H

[Holes](#) · [Tutorial](#)

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**3049.**

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: —

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**3050.**

100519C

[CIA Datacenter](#) · [Tutorial](#)

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**3051.**

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-29 · GNU C++0x (first AC) · Tags: —

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**3052.**

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-09 · last AC: 2015-01-09 · GNU C++0x (first AC) · Tags: —

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**3053.**

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3054.**

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3055.**

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3056.**

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3057.**

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: combinatorics, math

[I love Hoang\\_Yen's solution](#)

**3058.**

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**3059.**

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: constructive algorithms

[I love Hoang\\_Yen's solution](#)

**3060.**

100495I

[Two friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

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**3061.**

100495G

[Spells once again!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

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**3062.**

100495H

[Sugar and Salt](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

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**3063.**

100495C

[I need some help!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3064.**

100495F

[Snake++](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3065.**

100495J

[Unnamed numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

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**3066.**

100495A

[Crystals](#) · [Tutorial](#)

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**3067.**

100495K

[Wolf and sheep](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

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**3068.**

100495E

[Simple sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3069.**

100495B

[Don't swear!](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3070.**

100495D

[Modulo maths](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-16 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3071.**

100482F

[Magician Wars](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3072.**

100482D

[Lightning](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3073.**

100482E

[Magical Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3074.**

100482I

[Searching](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3075.**

100482G

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3076.**

100482H

[Real Magic](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3077.**

100482J

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

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**3078.**

100482C

[Letter Array](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3079.**

100482B

[Farmer](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

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**3080.**

100482A

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: —

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**3081.**

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3082.**

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

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**3083.**

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3084.**

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3085.**

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3086.**

100153G

[Yet Another Rooks Problem](#) · Tutorial

Rating: — · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3087.**

398A

[Cards](#) · Tutorial

Quality: 962 global accepts · Rating: — · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[I love Hoang\\_Yen's solution](#)

**3088.**

100543K

[The Imp](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

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**3089.**

100543I

[Bricks](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

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**3090.**

100543H

[Good morning!](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

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**3091.**

100543F

[Vocabulary](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3092.**

100543E

[Can't stop playing](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3093.**

100543D

[Wheels](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3094.**

100543C

[Sums](#) · Tutorial

Rating: — · first AC: 2014-12-01 · last AC: 2014-12-02 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3095.**

391F1

[Stock Trading](#) · Tutorial

Quality: 225 global accepts · Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**3096.**

391E2

[Three Trees](#) · Tutorial

Quality: 187 global accepts · Rating: — · first AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3097.**

391E1

[Three Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2014-11-29 · last AC: 2014-11-29 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3098.**

100540F

[File Retrieval](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3099.**

100540D

[Diccionario Portuno!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3100.**

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3101.**

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3102.**

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3103.**

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3104.**

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3105.**

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3106.**

398B

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

Quality: 1,194 global accepts · Rating: — · first AC: 2014-11-27 · GNU C++0x (first AC) · Tags: dp, probabilities

[I\\_love\\_Hoang\\_Yen's solution](#)

**3107.**

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3108.**

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**3109.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

[I love Hoang\\_Yen's solution](#)

**3110.**

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2014-11-26 · Java 8 (first AC) · Tags: math, number theory

[I love Hoang\\_Yen's solution](#)

**3111.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[I love Hoang\\_Yen's solution](#)

**3112.**

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation, math

[I love Hoang\\_Yen's solution](#)

**3113.**

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**3114.**

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices

[I love Hoang\\_Yen's solution](#)

**3115.**

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[I love Hoang\\_Yen's solution](#)

**3116.**

394C

[Dominoes](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[I love Hoang\\_Yen's solution](#)

**3117.**

394B

[Very Beautiful Number](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**3118.**

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, implementation

[I love Hoang\\_Yen's solution](#)

**3119.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: dp

[I love Hoang\\_Yen's solution](#)

**3120.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: math

[I love Hoang\\_Yen's solution](#)

**3121.**

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3122.**

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3123.**

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3124.**

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: constructive algorithms

[I love Hoang\\_Yen's solution](#)

**3125.**

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**3126.**

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**3127.**

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: implementation

[I love Hoang\\_Yen's solution](#)

**3128.**

391D2

[Supercollider](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: data structures

[I love Hoang\\_Yen's solution](#)

**3129.**

391D1

[Supercollider](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force

[I love Hoang Yen's solution](#)

**3130.**

391C3

[The Tournament](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3131.**

391C1

[The Tournament](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: — · first AC: 2014-11-23 · last AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force

[I love Hoang Yen's solution](#)

**3132.**

391C2

[The Tournament](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy

[I love Hoang Yen's solution](#)

**3133.**

391B

[Word Folding](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force

[I love Hoang Yen's solution](#)

**3134.**

391A

[Genetic Engineering](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: — · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: implementation, two pointers

[I love Hoang Yen's solution](#)

**3135.**

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · last AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3136.**

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3137.**

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3138.**

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3139.**

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3140.**

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3141.**

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3142.**

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-20 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3143.**

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3144.**

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3145.**

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3146.**

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3147.**

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3148.**

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3149.**

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-18 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3150.**

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3151.**

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3152.**

100526C

[Citadel Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3153.**

100526I

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3154.**

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3155.**

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3156.**

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3157.**

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3158.**

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3159.**

100514F

[2715](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · Python 3 (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3160.**

100514D

[13lk](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

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**3161.**

100514L

[Key](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I love Hoang Yen's solution](#)

**3162.**

100514P

[Prooooooooooooofer](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3163.**

100514G

[uehSiff](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3164.**

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3165.**

100514C

[Pgkpxumgs](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3166.**

100514B

[:-P](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3167.**

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3168.**

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3169.**

100514N

[tirnaeumPt](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3170.**

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3171.**

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3172.**

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3173.**

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3174.**

1005140

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · Python 2 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3175.**

100514Q

[Peace of bzijd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3176.**

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3177.**

100523I

[Intelligence Quotient](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3178.**

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3179.**

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3180.**

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3181.**

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3182.**

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3183.**

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3184.**

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++0x (first AC) · Tags: —

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**3185.**

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++ (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3186.**

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3187.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++ (first AC) · Tags: —

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**3188.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++0x (first AC) · Tags: —

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**3189.**

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++ (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3190.**

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++ (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3191.**

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3192.**

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · last AC: 2014-10-26 · GNU C++ (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3193.**

100499A

[Cool number](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3194.**

100499B

[K smallest numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I love Hoang\\_Yen's solution](#)

**3195.**

100499C

[Grid city](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3196.**

100499D

[Pairwise Coprime Set](#) · Tutorial

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3197.**

100499E

[Binary Search Tree](#) · Tutorial

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3198.**

100499F

[Tree again](#) · Tutorial

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3199.**

100499G

[Visual Illusion](#) · Tutorial

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3200.**

100499H

[CCTV](#) · Tutorial

Rating: — · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3201.**

100499I

[Fraction](#) · Tutorial

Rating: — · first AC: 2014-10-21 · Java 7 (first AC) · Tags: —

[I\\_love\\_Hoang\\_Yen's solution](#)

**3202.**

100499J

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