

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

<https://cfelitetracker.vercel.app>

Unique solved — IvL

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

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

Filters: none

Count: 762

1.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-09-17 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[IvL's solution](#)

2.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[IvL's solution](#)

3.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[IvL's solution](#)

4.

1091A

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

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

[IvL's solution](#)

5.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[IvL's solution](#)

6.

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[IvL's solution](#)

7.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[IvL's solution](#)

8.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[IvL's solution](#)

9.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[IvL's solution](#)

10.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

11.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[lvL's solution](#)

12.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[lvL's solution](#)

13.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

14.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

15.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

16.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: brute force, implementation

[lvL's solution](#)

17.

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[lvL's solution](#)

18.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

19.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++ (first AC) · Tags: implementation, math

[lvL's solution](#)

20.

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[lvL's solution](#)

21.

266B

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

Quality: 166,087 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[IvL's solution](#)

22.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,564 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation

[IvL's solution](#)

23.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[IvL's solution](#)

24.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,483 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, implementation

[IvL's solution](#)

25.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: implementation

[IvL's solution](#)

26.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[IvL's solution](#)

27.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[IvL's solution](#)

28.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[IvL's solution](#)

29.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[IvL's solution](#)

30.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[IvL's solution](#)

31.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

32.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

33.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[lvL's solution](#)

34.

519A

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

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

[lvL's solution](#)

35.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,687 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

36.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[lvL's solution](#)

37.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,693 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

38.

205A

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

Quality: 25,227 global accepts · Rating: 900 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, implementation

[lvL's solution](#)

39.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

40.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lvL's solution](#)

41.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[lvL's solution](#)

42.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[lvL's solution](#)

43.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[lvL's solution](#)

44.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[lvL's solution](#)

45.

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

[lvL's solution](#)

46.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lvL's solution](#)

47.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: sortings

[lvL's solution](#)

48.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: implementation

[lvL's solution](#)

49.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[lvL's solution](#)

50.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[lvL's solution](#)

51.

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

[lvL's solution](#)

52.

622A

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

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

[lvL's solution](#)

53.

507A

[Amr and Music](#) · [Tutorial](#)

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

[lvL's solution](#)

54.

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[lvL's solution](#)

55.

452A

[Eevee](#) · [Tutorial](#)

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

[lvL's solution](#)

56.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: greedy

[lvL's solution](#)

57.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

58.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: greedy, implementation, math

[lvL's solution](#)

59.

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

60.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

61.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

62.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,785 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[lvL's solution](#)

63.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[lvL's solution](#)

64.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[lvL's solution](#)

65.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[lvL's solution](#)

66.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lvL's solution](#)

67.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[lvL's solution](#)

68.

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

[lvL's solution](#)

69.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

70.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[lvL's solution](#)

71.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: geometry, implementation

[lvL's solution](#)

72.

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[lvL's solution](#)

73.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: brute force

[lvL's solution](#)

74.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

75.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

76.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[lvL's solution](#)

77.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: brute force, implementation

[lvL's solution](#)

78.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[lvL's solution](#)

79.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,304 global accepts · Rating: 1200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[lvL's solution](#)

80.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lvL's solution](#)

81.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[lvL's solution](#)

82.

1091B

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

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

[lvL's solution](#)

83.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

84.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[lvL's solution](#)

85.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[lvL's solution](#)

86.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings
[lvL's solution](#)

87.

690D1

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

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

88.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

89.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: implementation, math
[lvL's solution](#)

90.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: greedy, implementation
[lvL's solution](#)

91.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[lvL's solution](#)

92.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation
[lvL's solution](#)

93.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: brute force, implementation, schedules
[lvL's solution](#)

94.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[lvL's solution](#)

95.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation
[lvL's solution](#)

96.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math
[lvL's solution](#)

- 97.**
146C
[Lucky Conversion](#) · [Tutorial](#)
Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy
[lvL's solution](#)
- 98.**
143B
[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)
Quality: 5,333 global accepts · Rating: 1200 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: implementation, strings
[lvL's solution](#)
- 99.**
1119B
[Alyona and a Narrow Fridge](#) · [Tutorial](#)
Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[lvL's solution](#)
- 100.**
792B
[Counting-out Rhyme](#) · [Tutorial](#)
Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[lvL's solution](#)
- 101.**
755C
[PolandBall and Forest](#) · [Tutorial](#)
Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[lvL's solution](#)
- 102.**
750B
[New Year and North Pole](#) · [Tutorial](#)
Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[lvL's solution](#)
- 103.**
690C1
[Brain Network \(easy\)](#) · [Tutorial](#)
Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)
- 104.**
690F1
[Tree of Life \(easy\)](#) · [Tutorial](#)
Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)
- 105.**
665C
[Simple Strings](#) · [Tutorial](#)
Quality: 17,242 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[lvL's solution](#)
- 106.**
653B
[Bear and Compressing](#) · [Tutorial](#)
Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
[lvL's solution](#)
- 107.**
628C
[Bear and String Distance](#) · [Tutorial](#)
Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings
[lvL's solution](#)

108.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[lvL's solution](#)

109.

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

[lvL's solution](#)

110.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[lvL's solution](#)

111.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[lvL's solution](#)

112.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[lvL's solution](#)

113.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · last AC: 2015-04-05 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[lvL's solution](#)

114.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[lvL's solution](#)

115.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: greedy, math, strings

[lvL's solution](#)

116.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[lvL's solution](#)

117.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · last AC: 2015-01-04 · GNU C++ (first AC) · Tags: dfs and similar, trees

[lvL's solution](#)

118.

471B

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

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: implementation, sortings

[lvL's solution](#)

119.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[lvL's solution](#)

120.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[lvL's solution](#)

121.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: math, number theory

[lvL's solution](#)

122.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[lvL's solution](#)

123.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: implementation

[lvL's solution](#)

124.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[lvL's solution](#)

125.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: binary search, implementation

[lvL's solution](#)

126.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[lvL's solution](#)

127.

1091C

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

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

[lvL's solution](#)

128.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[lvL's solution](#)

129.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy,

implementation, math

[lvL's solution](#)

130.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[lvL's solution](#)

131.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[lvL's solution](#)

132.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: brute force

[lvL's solution](#)

133.

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

[lvL's solution](#)

134.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[lvL's solution](#)

135.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[lvL's solution](#)

136.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[lvL's solution](#)

137.

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

[lvL's solution](#)

138.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[lvL's solution](#)

139.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[lvL's solution](#)

140.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[lvL's solution](#)

141.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: geometry, math

[lvL's solution](#)

142.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: greedy, sortings

[lvL's solution](#)

143.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy

[lvL's solution](#)

144.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[lvL's solution](#)

145.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: greedy, sortings

[lvL's solution](#)

146.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[lvL's solution](#)

147.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[lvL's solution](#)

148.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation

[lvL's solution](#)

149.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: sortings

[lvL's solution](#)

150.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[lvL's solution](#)

151.

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: brute force, greedy

[lvL's solution](#)

152.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,392 global accepts · Rating: 1400 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[lvL's solution](#)

153.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,638 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics

[lvL's solution](#)

154.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[lvL's solution](#)

155.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lvL's solution](#)

156.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[lvL's solution](#)

157.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[lvL's solution](#)

158.

901A

[Hashing Trees](#) · [Tutorial](#)

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

[lvL's solution](#)

159.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[lvL's solution](#)

160.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lvL's solution](#)

161.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lvL's solution](#)

162.

744A

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

Quality: 9,730 global accepts · Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[lvL's solution](#)

163.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[lvL's solution](#)

164.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

165.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[lvL's solution](#)

166.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,893 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[lvL's solution](#)

167.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[lvL's solution](#)

168.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[lvL's solution](#)

169.

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

[lvL's solution](#)

170.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[lvL's solution](#)

171.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: greedy

[lvL's solution](#)

172.

611C

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

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[lvL's solution](#)

173.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[IvL's solution](#)

174.

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

[IvL's solution](#)

175.

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[IvL's solution](#)

176.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[IvL's solution](#)

177.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[IvL's solution](#)

178.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[IvL's solution](#)

179.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[IvL's solution](#)

180.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[IvL's solution](#)

181.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[IvL's solution](#)

182.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[IvL's solution](#)

183.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[IvL's solution](#)

184.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation, sortings

[IvL's solution](#)

185.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[IvL's solution](#)

186.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: implementation, math

[IvL's solution](#)

187.

368C

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

Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: brute force, implementation

[IvL's solution](#)

188.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, strings

[IvL's solution](#)

189.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[IvL's solution](#)

190.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[IvL's solution](#)

191.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[IvL's solution](#)

192.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[IvL's solution](#)

193.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[IvL's solution](#)

194.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[lvL's solution](#)

195.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[lvL's solution](#)

196.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[lvL's solution](#)

197.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[lvL's solution](#)

198.

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

[lvL's solution](#)

199.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[lvL's solution](#)

200.

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

[lvL's solution](#)

201.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[lvL's solution](#)

202.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[lvL's solution](#)

203.

715A

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

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

204.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[lvL's solution](#)

205.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: implementation

[IvL's solution](#)

206.

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[IvL's solution](#)

207.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: binary search, dp

[IvL's solution](#)

208.

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

[IvL's solution](#)

209.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[IvL's solution](#)

210.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[IvL's solution](#)

211.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[IvL's solution](#)

212.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[IvL's solution](#)

213.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[IvL's solution](#)

214.

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

[IvL's solution](#)

215.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[lvL's solution](#)

216.

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

[lvL's solution](#)

217.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[lvL's solution](#)

218.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[lvL's solution](#)

219.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lvL's solution](#)

220.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[lvL's solution](#)

221.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[lvL's solution](#)

222.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[lvL's solution](#)

223.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,199 global accepts · Rating: 1600 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: combinatorics, math

[lvL's solution](#)

224.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[lvL's solution](#)

225.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: binary search, brute force

[lvL's solution](#)

226.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dp

[lvL's solution](#)

227.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy

[lvL's solution](#)

228.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force

[lvL's solution](#)

229.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[lvL's solution](#)

230.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: implementation, math, number theory

[lvL's solution](#)

231.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings

[lvL's solution](#)

232.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[lvL's solution](#)

233.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[lvL's solution](#)

234.

334C

[Secrets](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: math

[lvL's solution](#)

235.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[lvL's solution](#)

236.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[lvL's solution](#)

237.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[lvL's solution](#)

238.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[lvL's solution](#)

239.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lvL's solution](#)

240.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[lvL's solution](#)

241.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[lvL's solution](#)

242.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[lvL's solution](#)

243.

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

[lvL's solution](#)

244.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lvL's solution](#)

245.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[lvL's solution](#)

246.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[lvL's solution](#)

247.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

248.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[lvL's solution](#)

249.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[lvL's solution](#)

250.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1700 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: sortings, strings

[lvL's solution](#)

251.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[lvL's solution](#)

252.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[lvL's solution](#)

253.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[lvL's solution](#)

254.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[lvL's solution](#)

255.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[lvL's solution](#)

256.

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

[lvL's solution](#)

257.

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

[lvL's solution](#)

258.

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

[lvL's solution](#)

259.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, strings

[IvL's solution](#)

260.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[IvL's solution](#)

261.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[IvL's solution](#)

262.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: implementation, math, trees

[IvL's solution](#)

263.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2015-01-20 · GNU C++ (first AC) · Tags: implementation, math

[IvL's solution](#)

264.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: geometry

[IvL's solution](#)

265.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[IvL's solution](#)

266.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[IvL's solution](#)

267.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[IvL's solution](#)

268.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math

[IvL's solution](#)

269.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[IvL's solution](#)

270.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[lvL's solution](#)

271.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[lvL's solution](#)

272.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[lvL's solution](#)

273.

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, math, number theory

[lvL's solution](#)

274.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[lvL's solution](#)

275.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[lvL's solution](#)

276.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[lvL's solution](#)

277.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[lvL's solution](#)

278.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[lvL's solution](#)

279.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[lvL's solution](#)

280.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[lvL's solution](#)

281.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[lvL's solution](#)

282.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[lvL's solution](#)

283.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lvL's solution](#)

284.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[lvL's solution](#)

285.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[lvL's solution](#)

286.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[lvL's solution](#)

287.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[lvL's solution](#)

288.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[lvL's solution](#)

289.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

290.

690D2

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

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[lvL's solution](#)

291.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[lvL's solution](#)

292.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[lvL's solution](#)

293.

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

[lvL's solution](#)

294.

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

[lvL's solution](#)

295.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[lvL's solution](#)

296.

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

[lvL's solution](#)

297.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[lvL's solution](#)

298.

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

[lvL's solution](#)

299.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: dp, greedy

[lvL's solution](#)

300.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[lvL's solution](#)

301.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[lvL's solution](#)

302.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[lvL's solution](#)

303.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[lvL's solution](#)

304.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[lvL's solution](#)

305.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[lvL's solution](#)

306.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2014-09-30 · GNU C++ (first AC) · Tags: string suffix structures, strings

[lvL's solution](#)

307.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[lvL's solution](#)

308.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force

[lvL's solution](#)

309.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[lvL's solution](#)

310.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: dp, greedy

[lvL's solution](#)

311.

334D

[Chips](#) · [Tutorial](#)

Rating: 1800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[lvL's solution](#)

312.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[lvL's solution](#)

313.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[lvL's solution](#)

314.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-17 · last AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[lvL's solution](#)

315.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-13 · last AC: 2024-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[lvL's solution](#)

316.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[lvL's solution](#)

317.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[lvL's solution](#)

318.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[lvL's solution](#)

319.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[lvL's solution](#)

320.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, interactive

[lvL's solution](#)

321.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[lvL's solution](#)

322.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, trees

[lvL's solution](#)

323.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[lvL's solution](#)

324.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[lvL's solution](#)

325.

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

[lvL's solution](#)

326.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[lvL's solution](#)

327.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[lvL's solution](#)

328.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[lvL's solution](#)

329.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[lvL's solution](#)

330.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: math

[lvL's solution](#)

331.

656G

[You're a Professional](#) · [Tutorial](#)

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332.

653C

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333.

607B

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334.

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335.

622D

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599D

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337.

582B

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338.

568B

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339.

536B

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340.

536A

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341.

558C

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343.

549D

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344.

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346.

529B

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347.

529E

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348.

512B

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349.

506A

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500D

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351.

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352.

497B

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353.

477B

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354.

472D

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458B

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356.

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357.

452D

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359.

322D

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362.

388B

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363.

366C

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364.

353B

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806B

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369.

784E

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516B

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390.

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487B

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451D

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371E

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400D

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388C

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380C

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407.

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366D

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358C

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410.

1028D

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411.

859E

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414.

790B

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415.

781C

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Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
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416.

763B

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Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
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702E

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418.

690D3

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419.

665E

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420.

620E

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421.

644C

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422.

632D

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423.

601B

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424.

587B

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425.

576C

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426.

576B

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427.

571A

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428.

354C

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429.

464C

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430.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2015-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

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431.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lvL's solution](#)

432.

529D

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433.

519E

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434.

507E

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Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

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435.

497C

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436.

484B

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437.

474F

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438.

458C

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[lvL's solution](#)

439.

455C

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440.

452C

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Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities

[lvL's solution](#)

441.

322E

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Rating: 2100 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: divide and conquer

[IvL's solution](#)

442.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures

[IvL's solution](#)

443.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[IvL's solution](#)

444.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[IvL's solution](#)

445.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[IvL's solution](#)

446.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · last AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[IvL's solution](#)

447.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[IvL's solution](#)

448.

901B

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

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

[IvL's solution](#)

449.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[IvL's solution](#)

450.

804C

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[IvL's solution](#)

451.

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

[lvL's solution](#)

452.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[lvL's solution](#)

453.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: games

[lvL's solution](#)

454.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[lvL's solution](#)

455.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[lvL's solution](#)

456.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[lvL's solution](#)

457.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[lvL's solution](#)

458.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: binary search, two pointers

[lvL's solution](#)

459.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[lvL's solution](#)

460.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[lvL's solution](#)

461.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp

[lvL's solution](#)

462.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[lvL's solution](#)

463.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[lvL's solution](#)

464.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[lvL's solution](#)

465.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: dp, greedy

[lvL's solution](#)

466.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[lvL's solution](#)

467.

354E

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

Quality: 911 global accepts · Rating: 2200 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[lvL's solution](#)

468.

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

[lvL's solution](#)

469.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-07-15 · GNU C++11 (first AC) · Tags: games

[lvL's solution](#)

470.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[lvL's solution](#)

471.

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

[lvL's solution](#)

472.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[lvL's solution](#)

473.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[lvL's solution](#)

474.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-14 · GNU C++ (first AC) · Tags: dp, matrices

[lvL's solution](#)

475.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-02-03 · GNU C++ (first AC) · Tags: dp, greedy

[lvL's solution](#)

476.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

477.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++ (first AC) · Tags: dp, implementation

[lvL's solution](#)

478.

506B

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

Rating: 2200 · first AC: 2015-01-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[lvL's solution](#)

479.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lvL's solution](#)

480.

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

[lvL's solution](#)

481.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[lvL's solution](#)

482.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[lvL's solution](#)

483.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[lvL's solution](#)

484.

901C

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

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

[lvL's solution](#)

485.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[lvL's solution](#)

486.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[lvL's solution](#)

487.

715B

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

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[lvL's solution](#)

488.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings

[lvL's solution](#)

489.

690A2

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

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

490.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[lvL's solution](#)

491.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[lvL's solution](#)

492.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[lvL's solution](#)

493.

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

[lvL's solution](#)

494.

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

[lvL's solution](#)

495.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy

[IvL's solution](#)

496.

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

[IvL's solution](#)

497.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[IvL's solution](#)

498.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++ (first AC) · Tags: data structures

[IvL's solution](#)

499.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[IvL's solution](#)

500.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-01-31 · GNU C++ (first AC) · Tags: dp, trees

[IvL's solution](#)

501.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[IvL's solution](#)

502.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[IvL's solution](#)

503.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory

[IvL's solution](#)

504.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2014-07-15 · GNU C++ (first AC) · Tags: brute force, dsu, graphs, implementation

[IvL's solution](#)

505.

438D

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

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[IvL's solution](#)

506.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[lvL's solution](#)

507.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lvL's solution](#)

508.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[lvL's solution](#)

509.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[lvL's solution](#)

510.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[lvL's solution](#)

511.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[lvL's solution](#)

512.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[lvL's solution](#)

513.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[lvL's solution](#)

514.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lvL's solution](#)

515.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[lvL's solution](#)

516.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · last AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[lvL's solution](#)

517.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[lvL's solution](#)

518.

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

[lvL's solution](#)

519.

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

[lvL's solution](#)

520.

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

[lvL's solution](#)

521.

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

[lvL's solution](#)

522.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: data structures

[lvL's solution](#)

523.

690A3

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

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

524.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[lvL's solution](#)

525.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: flows, trees

[lvL's solution](#)

526.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[lvL's solution](#)

527.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[IvL's solution](#)

528.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2016-03-05 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[IvL's solution](#)

529.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[IvL's solution](#)

530.

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

[IvL's solution](#)

531.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[IvL's solution](#)

532.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-12-01 · last AC: 2015-12-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[IvL's solution](#)

533.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[IvL's solution](#)

534.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[IvL's solution](#)

535.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[IvL's solution](#)

536.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[IvL's solution](#)

537.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp, probabilities

[IvL's solution](#)

538.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[lvL's solution](#)

539.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[lvL's solution](#)

540.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers

[lvL's solution](#)

541.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[lvL's solution](#)

542.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lvL's solution](#)

543.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[lvL's solution](#)

544.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[lvL's solution](#)

545.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[lvL's solution](#)

546.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[lvL's solution](#)

547.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · last AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[lvL's solution](#)

548.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation
[lvL's solution](#)

549.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[lvL's solution](#)

550.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[lvL's solution](#)

551.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[lvL's solution](#)

552.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2015-02-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[lvL's solution](#)

553.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[lvL's solution](#)

554.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings
[lvL's solution](#)

555.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: hashing, strings
[lvL's solution](#)

556.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[lvL's solution](#)

557.

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
[lvL's solution](#)

558.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[lvL's solution](#)

559.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[lvL's solution](#)

560.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[lvL's solution](#)

561.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[lvL's solution](#)

562.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-08 · GNU C++11 (first AC) · Tags: bitmasks, dp

[lvL's solution](#)

563.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation, math

[lvL's solution](#)

564.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: binary search, implementation, sortings, two pointers

[lvL's solution](#)

565.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[lvL's solution](#)

566.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[lvL's solution](#)

567.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[lvL's solution](#)

568.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[lvL's solution](#)

569.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[lvL's solution](#)

570.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[IvL's solution](#)

571.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[IvL's solution](#)

572.

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[IvL's solution](#)

573.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[IvL's solution](#)

574.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[IvL's solution](#)

575.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[IvL's solution](#)

576.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[IvL's solution](#)

577.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[IvL's solution](#)

578.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[IvL's solution](#)

579.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[IvL's solution](#)

580.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-08-08 · GNU C++11 (first AC) · Tags: geometry, math

[lvL's solution](#)

581.

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

[lvL's solution](#)

582.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[lvL's solution](#)

583.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[lvL's solution](#)

584.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[lvL's solution](#)

585.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[lvL's solution](#)

586.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-26 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[lvL's solution](#)

587.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[lvL's solution](#)

588.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[lvL's solution](#)

589.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2016-07-16 · GNU C++11 (first AC) · Tags: dp

[lvL's solution](#)

590.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[lvL's solution](#)

591.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2015-12-09 · last AC: 2015-12-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[lvL's solution](#)

592.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[lvL's solution](#)

593.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: dp, matrices

[lvL's solution](#)

594.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[lvL's solution](#)

595.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: dp, probabilities

[lvL's solution](#)

596.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[lvL's solution](#)

597.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[lvL's solution](#)

598.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[lvL's solution](#)

599.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-04 · GNU C++ (first AC) · Tags: divide and conquer, dp

[lvL's solution](#)

600.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[lvL's solution](#)

601.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: data structures

[lvL's solution](#)

602.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: constructive algorithms, math, matrices
[lvL's solution](#)

603.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[lvL's solution](#)

604.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[lvL's solution](#)

605.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[lvL's solution](#)

606.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[lvL's solution](#)

607.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: data structures, dp

[lvL's solution](#)

608.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[lvL's solution](#)

609.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[lvL's solution](#)

610.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2015-03-03 · GNU C++ (first AC) · Tags: dsu, math

[lvL's solution](#)

611.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[lvL's solution](#)

612.

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, hashing, trees

[lvL's solution](#)

613.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: geometry, two pointers

[lvL's solution](#)

614.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: geometry, math

[lvL's solution](#)

615.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures

[lvL's solution](#)

616.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-08-09 · GNU C++11 (first AC) · Tags: dp, games

[lvL's solution](#)

617.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2015-08-06 · GNU C++11 (first AC) · Tags: dp

[lvL's solution](#)

618.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[lvL's solution](#)

619.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[lvL's solution](#)

620.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[lvL's solution](#)

621.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: flows, graphs

[lvL's solution](#)

622.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: two pointers

[lvL's solution](#)

623.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[lvL's solution](#)

624.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: data structures, dp

[lvL's solution](#)

625.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2015-08-06 · last AC: 2015-08-06 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[lvL's solution](#)

626.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[lvL's solution](#)

627.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2015-08-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[lvL's solution](#)

628.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[lvL's solution](#)

629.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: games

[lvL's solution](#)

630.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-31 · Python 3 (first AC) · Tags: interactive, math, number theory

[lvL's solution](#)

631.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[lvL's solution](#)

632.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math, number theory

[lvL's solution](#)

633.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[lvL's solution](#)

634.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · last AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[lvL's solution](#)

635.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

636.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

637.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

638.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

639.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

640.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

641.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

642.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

643.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

644.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

645.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

646.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

647.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

648.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

649.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

650.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

651.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

652.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

653.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

654.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

655.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

656.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

657.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

658.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

659.

102012M

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

660.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

661.

102012D

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

662.

102012I

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

663.

102012H

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

664.

102012G

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

665.

102012A

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

Rating: — · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

666.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · last AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

667.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

668.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

669.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

670.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

671.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

672.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

673.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

674.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

675.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

676.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

677.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

678.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

679.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

680.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

681.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

682.

101954I

[Moving Furniture](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

683.

101954E

[Locker Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

684.

101954C

[Rullele](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

685.

101954D

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

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

686.

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

687.

101954F

[Lighting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

688.

101954B

[Security Guards](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

689.

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[lvL's solution](#)

690.

101954H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[lvL's solution](#)

691.

101954A

[Die](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[lvL's solution](#)

692.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · Python 3 (first AC) · Tags: —

[lvL's solution](#)

693.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

694.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

695.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

696.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

697.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · Python 2 (first AC) · Tags: —

[lvL's solution](#)

698.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

699.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

700.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

701.

101104G

[Decompression](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

702.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

703.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

704.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

705.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

706.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

707.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

708.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

709.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

710.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

711.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

712.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

713.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

714.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

715.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

716.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

717.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

718.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

719.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

720.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

721.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

722.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

723.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

724.

100548J

[Unlimited Battery Works](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

725.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

726.

100169B

[Secret Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

727.

100169E

[Tetrahedron Inequality](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

728.

100169D

[Course Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

729.

100169A

[Bridges and Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

730.

100169C

[Room Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

731.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

732.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

733.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

734.

100801J

[Journey to the "The World's Start" · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

735.

100801F

[Fygon · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

736.

100801E

[Easy Arithmetic · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

737.

100801D

[Distribution in Metagonia · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

738.

100801H

[Hash Code Hacker · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

739.

100801B

[Black and White · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

740.

100801L

[Lucky Chances · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

741.

100801A

[Alex Origami Squares · Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

742.

100796J

[Narrow Bus · Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

743.

100796B

[Wet Boxes · Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

744.

100796E

[Permutation Polygon · Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

745.

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

746.

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

747.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

748.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

749.

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

750.

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

751.

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

752.

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

753.

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

754.

398B

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

Quality: 1,194 global accepts · Rating: — · first AC: 2015-09-02 · GNU C++11 (first AC) · Tags: dp, probabilities
[lvL's solution](#)

755.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: —
[lvL's solution](#)

756.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

757.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · last AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

758.

100543B

[Mountainous landscape](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

759.

100592C

[Gentrification](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

760.

398D

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

Quality: 1,272 global accepts · Rating: — · first AC: 2015-05-16 · GNU C++11 (first AC) · Tags: data structures

[lvL's solution](#)

761.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)

762.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-25 · GNU C++11 (first AC) · Tags: —

[lvL's solution](#)