

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

<https://cfelitetracker.vercel.app>

# Unique solved — JoJo

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

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

Filters: none

Count: 883

- 1.**  
1942A  
[Farmer John's Challenge](#) · [Tutorial](#)  
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[JoJo's solution](#)
- 2.**  
1935A  
[Entertainment in MAC](#) · [Tutorial](#)  
Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[JoJo's solution](#)
- 3.**  
1934A  
[Too Min Too Max](#) · [Tutorial](#)  
Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[JoJo's solution](#)
- 4.**  
1923A  
[Moving Chips](#) · [Tutorial](#)  
Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[JoJo's solution](#)
- 5.**  
1912L  
[LOL Lovers](#) · [Tutorial](#)  
Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[JoJo's solution](#)
- 6.**  
1930A  
[Maximise The Score](#) · [Tutorial](#)  
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[JoJo's solution](#)
- 7.**  
1765B  
[Broken Keyboard](#) · [Tutorial](#)  
Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[JoJo's solution](#)
- 8.**  
1758A  
[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)  
Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[JoJo's solution](#)
- 9.**  
1746B  
[Rebellion](#) · [Tutorial](#)  
Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[JoJo's solution](#)

**10.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[JoJo's solution](#)

**11.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[JoJo's solution](#)

**12.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[JoJo's solution](#)

**13.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[JoJo's solution](#)

**14.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[JoJo's solution](#)

**15.**

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[JoJo's solution](#)

**16.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[JoJo's solution](#)

**17.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[JoJo's solution](#)

**18.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[JoJo's solution](#)

**19.**

1030A

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

Quality: 171,452 global accepts · Rating: 800 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[JoJo's solution](#)

**20.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[JoJo's solution](#)

**21.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**22.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,091 global accepts · Rating: 800 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**23.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

**24.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**25.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**26.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**27.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[JoJo's solution](#)

**28.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**29.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**30.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: graphs

[JoJo's solution](#)

**31.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,233 global accepts · Rating: 800 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**32.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**33.**

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[JoJo's solution](#)

**34.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

**35.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**36.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2017-12-29 · Java 8 (first AC) · Tags: brute force

[JoJo's solution](#)

**37.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: geometry, implementation

[JoJo's solution](#)

**38.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**39.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,415 global accepts · Rating: 800 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**40.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**41.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**42.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[JoJo's solution](#)

**43.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**44.**

228A

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

Quality: 139,805 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**45.**

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**46.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**47.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**48.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**49.**

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**50.**

469A

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

Quality: 121,193 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**51.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,394 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**52.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**53.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: brute force, dp

[JoJo's solution](#)

**54.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**55.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**56.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[JoJo's solution](#)

**57.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**58.**

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[JoJo's solution](#)

**59.**

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**60.**

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**61.**

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[JoJo's solution](#)

**62.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[JoJo's solution](#)

**63.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**64.**

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**65.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[JoJo's solution](#)

**66.**

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**67.**

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2017-09-14 · Python 3 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**68.**

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2017-09-14 · Python 3 (first AC) · Tags: implementation

[JoJo's solution](#)

**69.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2017-09-14 · Python 3 (first AC) · Tags: implementation

[JoJo's solution](#)

**70.**

112A

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

Quality: 287,235 global accepts · Rating: 800 · first AC: 2017-09-14 · Python 3 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**71.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**72.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**73.**

785A

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

Quality: 110,945 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**74.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**75.**

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**76.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[JoJo's solution](#)

**77.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**78.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[JoJo's solution](#)

**79.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,690 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: greedy, math

[JoJo's solution](#)

**80.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**81.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**82.**

681A

[A Good Contest](#) · [Tutorial](#)

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

[JoJo's solution](#)

**83.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**84.**

680A

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

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**85.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**86.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,453 global accepts · Rating: 800 · first AC: 2016-05-30 · GNU C++11 (first AC) · Tags: \*special, implementation

[JoJo's solution](#)

**87.**

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**88.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**89.**

71A

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

Quality: 503,223 global accepts · Rating: 800 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: strings

[JoJo's solution](#)

**90.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**91.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,776 global accepts · Rating: 800 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, math

[JoJo's solution](#)

**92.**

647A

[Añete C#8 A\\$0D 8](#)

Rating: 800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**93.**

648B

[B 5C 5D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[JoJo's solution](#)

**94.**

646A

[B\\$0Cj1D 0D\\$0](#)

Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**95.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[JoJo's solution](#)

**96.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[JoJo's solution](#)

**97.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**98.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**99.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[JoJo's solution](#)

**100.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[JoJo's solution](#)

**101.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[JoJo's solution](#)

**102.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[JoJo's solution](#)

**103.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JoJo's solution](#)

**104.**

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

**105.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**106.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[JoJo's solution](#)

**107.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[JoJo's solution](#)

**108.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**109.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**110.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**111.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[JoJo's solution](#)

**112.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[JoJo's solution](#)

**113.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**114.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**115.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**116.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**117.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**118.**

313A

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

Quality: 65,037 global accepts · Rating: 900 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: implementation, number theory

[JoJo's solution](#)

**119.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[JoJo's solution](#)

**120.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**121.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[JoJo's solution](#)

**122.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-11-21 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**123.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: strings

[JoJo's solution](#)

**124.**

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[JoJo's solution](#)

**125.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy

[JoJo's solution](#)

**126.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**127.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,704 global accepts · Rating: 900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**128.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**129.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**130.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,202 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[JoJo's solution](#)

**131.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[JoJo's solution](#)

**132.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**133.**

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**134.**

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**135.**

670A

[Holidays](#) · [Tutorial](#)

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

[JoJo's solution](#)

**136.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[JoJo's solution](#)

**137.**

622B

[The Time](#) · [Tutorial](#)

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

[JoJo's solution](#)

**138.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[JoJo's solution](#)

**139.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[JoJo's solution](#)

**140.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[JoJo's solution](#)

**141.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[JoJo's solution](#)

## 142.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

## 143.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

## 144.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

## 145.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[JoJo's solution](#)

## 146.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[JoJo's solution](#)

## 147.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[JoJo's solution](#)

## 148.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

## 149.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

## 150.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[JoJo's solution](#)

## 151.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

## 152.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[JoJo's solution](#)

**153.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**154.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**155.**

476A

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

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**156.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**157.**

339B

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

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**158.**

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[JoJo's solution](#)

**159.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**160.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**161.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: brute force, math

[JoJo's solution](#)

**162.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**163.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, number theory

[JoJo's solution](#)

**164.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**165.**

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[JoJo's solution](#)

**166.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[JoJo's solution](#)

**167.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[JoJo's solution](#)

**168.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[JoJo's solution](#)

**169.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[JoJo's solution](#)

**170.**

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**171.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[JoJo's solution](#)

**172.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**173.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,835 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**174.**

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**175.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**176.**

672B

[Different is Good](#) · [Tutorial](#)

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

[JoJo's solution](#)

**177.**

670B

[Game of Robots](#) · [Tutorial](#)

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

[JoJo's solution](#)

**178.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2016-04-22 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**179.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**180.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-09 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**181.**

659A

[Round House](#) · [Tutorial](#)

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

[JoJo's solution](#)

**182.**

649A

[A: NO 80ÄKCR GC,,AC'0 Aô>C'8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**183.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: greedy, strings

[JoJo's solution](#)

**184.**

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

[JoJo's solution](#)

**185.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation

[JoJo's solution](#)

**186.**

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

[JoJo's solution](#)

**187.**

622A

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

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

[JoJo's solution](#)

**188.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**189.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[JoJo's solution](#)

**190.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[JoJo's solution](#)

**191.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[JoJo's solution](#)

**192.**

1202A

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

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

[JoJo's solution](#)

**193.**

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**194.**

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[JoJo's solution](#)

**195.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

**196.**

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[JoJo's solution](#)

**197.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[JoJo's solution](#)

**198.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[JoJo's solution](#)

**199.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[JoJo's solution](#)

**200.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: brute force, greedy

[JoJo's solution](#)

**201.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**202.**

950B

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

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

[JoJo's solution](#)

**203.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**204.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[JoJo's solution](#)

**205.**

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2017-11-28 · GNU C++11 (first AC) · Tags: implementation, number theory

[JoJo's solution](#)

**206.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**207.**

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**208.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation

[JoJo's solution](#)

**209.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[JoJo's solution](#)

**210.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**211.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[JoJo's solution](#)

**212.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**213.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**214.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**215.**

648C

[A<CDS B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[JoJo's solution](#)

**216.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: \*special, constructive algorithms, math

[JoJo's solution](#)

**217.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**218.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**219.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[JoJo's solution](#)

**220.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[JoJo's solution](#)

**221.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**222.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[JoJo's solution](#)

**223.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[JoJo's solution](#)

**224.**

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**225.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**226.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[JoJo's solution](#)

**227.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[JoJo's solution](#)

**228.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1200 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[JoJo's solution](#)

**229.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**230.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**231.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**232.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[JoJo's solution](#)

**233.**

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**234.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**235.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**236.**

928A

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

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, strings

[JoJo's solution](#)

**237.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[JoJo's solution](#)

**238.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**239.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**240.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**241.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[JoJo's solution](#)

**242.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[JoJo's solution](#)

**243.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**244.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**245.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[JoJo's solution](#)

**246.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[JoJo's solution](#)

**247.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2016-11-20 · last AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, implementation

[JoJo's solution](#)

**248.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[JoJo's solution](#)

**249.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[JoJo's solution](#)

**250.**

659C

[Tanya and Toys](#) · [Tutorial](#)

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

[JoJo's solution](#)

**251.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**252.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: games, math

[JoJo's solution](#)

**253.**

647B

[At the Top of the World](#) · [Tutorial](#)

Quality: 1200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**254.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**255.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[JoJo's solution](#)

**256.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[JoJo's solution](#)

**257.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[JoJo's solution](#)

**258.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[JoJo's solution](#)

**259.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[JoJo's solution](#)

**260.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[JoJo's solution](#)

**261.**

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[JoJo's solution](#)

**262.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[JoJo's solution](#)

**263.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[JoJo's solution](#)

**264.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,901 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**265.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[JoJo's solution](#)

**266.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[JoJo's solution](#)

**267.**

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**268.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**269.**

890C

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

Rating: 1300 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[JoJo's solution](#)

**270.**

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[JoJo's solution](#)

**271.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[JoJo's solution](#)

**272.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**273.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**274.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**275.**

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**276.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**277.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**278.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[JoJo's solution](#)

**279.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**280.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[JoJo's solution](#)

**281.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[JoJo's solution](#)

**282.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**283.**

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[JoJo's solution](#)

**284.**

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy, implementation  
[JoJo's solution](#)

**285.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: brute force  
[JoJo's solution](#)

**286.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy  
[JoJo's solution](#)

**287.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[JoJo's solution](#)

**288.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: combinatorics, math  
[JoJo's solution](#)

**289.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation  
[JoJo's solution](#)

**290.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation  
[JoJo's solution](#)

**291.**

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[JoJo's solution](#)

**292.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force  
[JoJo's solution](#)

**293.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[JoJo's solution](#)

**294.**

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[JoJo's solution](#)

**295.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: combinatorics, math  
[JoJo's solution](#)

**296.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[JoJo's solution](#)

**297.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[JoJo's solution](#)

**298.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory  
[JoJo's solution](#)

**299.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory  
[JoJo's solution](#)

**300.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[JoJo's solution](#)

**301.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[JoJo's solution](#)

**302.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[JoJo's solution](#)

**303.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[JoJo's solution](#)

**304.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[JoJo's solution](#)

**305.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[JoJo's solution](#)

**306.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**307.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**308.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[JoJo's solution](#)

**309.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: brute force, games

[JoJo's solution](#)

**310.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[JoJo's solution](#)

**311.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

[JoJo's solution](#)

**312.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[JoJo's solution](#)

**313.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, dp

[JoJo's solution](#)

**314.**

205B

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

Quality: 6,477 global accepts · Rating: 1400 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[JoJo's solution](#)

**315.**

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**316.**

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: geometry, math

[JoJo's solution](#)

**317.**

748C

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

Quality: 4,855 global accepts · Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**318.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[JoJo's solution](#)

**319.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[JoJo's solution](#)

**320.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[JoJo's solution](#)

**321.**

680C

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

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[JoJo's solution](#)

**322.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**323.**

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[JoJo's solution](#)

**324.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,986 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[JoJo's solution](#)

**325.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[JoJo's solution](#)

**326.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[JoJo's solution](#)

**327.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[JoJo's solution](#)

**328.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[JoJo's solution](#)

**329.**

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[JoJo's solution](#)

**330.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[JoJo's solution](#)

**331.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[JoJo's solution](#)

**332.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[JoJo's solution](#)

**333.**

887C

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

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**334.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**335.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: dp, greedy

[JoJo's solution](#)

**336.**

255C

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

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: brute force, dp

[JoJo's solution](#)

**337.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[JoJo's solution](#)

**338.**

902C

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Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**339.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, two pointers

[JoJo's solution](#)

**340.**

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: bitmasks, implementation, two pointers

[JoJo's solution](#)

**341.**

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[JoJo's solution](#)

**342.**

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, dp

[JoJo's solution](#)

**343.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[JoJo's solution](#)

**344.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

[JoJo's solution](#)

**345.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[JoJo's solution](#)

**346.**

791C

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[JoJo's solution](#)

**347.**

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[JoJo's solution](#)

**348.**

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**349.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[JoJo's solution](#)

**350.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[JoJo's solution](#)

**351.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[JoJo's solution](#)

**352.**

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[JoJo's solution](#)

**353.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[JoJo's solution](#)

**354.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[JoJo's solution](#)

**355.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[JoJo's solution](#)

**356.**

243A

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

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[JoJo's solution](#)

**357.**

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, implementation

[JoJo's solution](#)

**358.**

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[JoJo's solution](#)

**359.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[JoJo's solution](#)

**360.**

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**361.**

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[JoJo's solution](#)

**362.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, strings

[JoJo's solution](#)

**363.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[JoJo's solution](#)

**364.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force, number theory

[JoJo's solution](#)

**365.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[JoJo's solution](#)

**366.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: binary search, two pointers

[JoJo's solution](#)

**367.**

939D

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Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[JoJo's solution](#)

**368.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: geometry

[JoJo's solution](#)

**369.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[JoJo's solution](#)

**370.**

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[JoJo's solution](#)

**371.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[JoJo's solution](#)

**372.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**373.**

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[JoJo's solution](#)

**374.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[JoJo's solution](#)

**375.**

923B

[Producing Snow](#) · [Tutorial](#)

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[JoJo's solution](#)

**376.**

706C

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Quality: 19,364 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: dp, strings

[JoJo's solution](#)

**377.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: implementation, strings

[JoJo's solution](#)

**378.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[JoJo's solution](#)

**379.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**380.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-11 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[JoJo's solution](#)

**381.**

658C

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

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

[JoJo's solution](#)

**382.**

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[JoJo's solution](#)

**383.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[JoJo's solution](#)

**384.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[JoJo's solution](#)

**385.**

1936A

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Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[JoJo's solution](#)

**386.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[JoJo's solution](#)

**387.**

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[JoJo's solution](#)

**388.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[JoJo's solution](#)

**389.**

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[JoJo's solution](#)

**390.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[JoJo's solution](#)

**391.**

1228C

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Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JoJo's solution](#)

**392.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[JoJo's solution](#)

**393.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[JoJo's solution](#)

**394.**

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[JoJo's solution](#)

**395.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[JoJo's solution](#)

**396.**

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**397.**

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**398.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**399.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[JoJo's solution](#)

**400.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[JoJo's solution](#)

**401.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[JoJo's solution](#)

**402.**

1130D1

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

Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[JoJo's solution](#)

**403.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[JoJo's solution](#)

**404.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[JoJo's solution](#)

**405.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**406.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[JoJo's solution](#)

**407.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[JoJo's solution](#)

**408.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[JoJo's solution](#)

**409.**

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[JoJo's solution](#)

**410.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[JoJo's solution](#)

**411.**

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[JoJo's solution](#)

**412.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[JoJo's solution](#)

**413.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[JoJo's solution](#)

**414.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[JoJo's solution](#)

**415.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[JoJo's solution](#)

**416.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[JoJo's solution](#)

**417.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[JoJo's solution](#)

**418.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[JoJo's solution](#)

**419.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2017-12-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[JoJo's solution](#)

**420.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[JoJo's solution](#)

**421.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[JoJo's solution](#)

**422.**

851C

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

Rating: 1700 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[JoJo's solution](#)

**423.**

828C

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

Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[JoJo's solution](#)

**424.**

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[JoJo's solution](#)

**425.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[JoJo's solution](#)

**426.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[JoJo's solution](#)

**427.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[JoJo's solution](#)

**428.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[JoJo's solution](#)

**429.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[JoJo's solution](#)

**430.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[JoJo's solution](#)

**431.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[JoJo's solution](#)

**432.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[JoJo's solution](#)

**433.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[JoJo's solution](#)

**434.**

1177B

[Digits Sequence \(Hard Edition\) · Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[JoJo's solution](#)

**435.**

846F

[Random Query · Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[JoJo's solution](#)

**436.**

1067B

[Multihedgehog · Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[JoJo's solution](#)

**437.**

847E

[Packmen · Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[JoJo's solution](#)

**438.**

665D

[Simple Subset · Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[JoJo's solution](#)

**439.**

778B

[Bitwise Formula · Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[JoJo's solution](#)

**440.**

245H

[Queries for Number of Palindromes · Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[JoJo's solution](#)

**441.**

123B

[Squares · Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[JoJo's solution](#)

**442.**

543A

[Writing Code · Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**443.**

846C

[Four Segments · Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[JoJo's solution](#)

**444.**

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**445.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[JoJo's solution](#)

**446.**

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**447.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[JoJo's solution](#)

**448.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[JoJo's solution](#)

**449.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[JoJo's solution](#)

**450.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**451.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[JoJo's solution](#)

**452.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**453.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[JoJo's solution](#)

**454.**

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[JoJo's solution](#)

**455.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[JoJo's solution](#)

**456.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[JoJo's solution](#)

**457.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[JoJo's solution](#)

**458.**

894B

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

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[JoJo's solution](#)

**459.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[JoJo's solution](#)

**460.**

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**461.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-06-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[JoJo's solution](#)

**462.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[JoJo's solution](#)

**463.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**464.**

934C

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

Rating: 1800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[JoJo's solution](#)

**465.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[JoJo's solution](#)

**466.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[JoJo's solution](#)

**467.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2018-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[JoJo's solution](#)

**468.**

987E

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

Rating: 1800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**469.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[JoJo's solution](#)

**470.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[JoJo's solution](#)

**471.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[JoJo's solution](#)

**472.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[JoJo's solution](#)

**473.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[JoJo's solution](#)

**474.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[JoJo's solution](#)

**475.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[JoJo's solution](#)

**476.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[JoJo's solution](#)

**477.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[JoJo's solution](#)

**478.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[JoJo's solution](#)

**479.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[JoJo's solution](#)

**480.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[JoJo's solution](#)

**481.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[JoJo's solution](#)

**482.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[JoJo's solution](#)

**483.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**484.**

1029D

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

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[JoJo's solution](#)

**485.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number

theory, two pointers

[JoJo's solution](#)

**486.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[JoJo's solution](#)

**487.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[JoJo's solution](#)

**488.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1900 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search, two pointers

[JoJo's solution](#)

**489.**

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[JoJo's solution](#)

**490.**

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[JoJo's solution](#)

**491.**

687C

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

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**492.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1900 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[JoJo's solution](#)

**493.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**494.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[JoJo's solution](#)

**495.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math

[JoJo's solution](#)

**496.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**497.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[JoJo's solution](#)

**498.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[JoJo's solution](#)

**499.**

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[JoJo's solution](#)

**500.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[JoJo's solution](#)

**501.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[JoJo's solution](#)

**502.**

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 1900 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[JoJo's solution](#)

**503.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[JoJo's solution](#)

**504.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[JoJo's solution](#)

**505.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[JoJo's solution](#)

**506.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[JoJo's solution](#)

**507.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[JoJo's solution](#)

**508.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[JoJo's solution](#)

**509.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[JoJo's solution](#)

**510.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[JoJo's solution](#)

**511.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[JoJo's solution](#)

**512.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[JoJo's solution](#)

**513.**

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[JoJo's solution](#)

**514.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[JoJo's solution](#)

**515.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[JoJo's solution](#)

**516.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[JoJo's solution](#)

**517.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees  
[JoJo's solution](#)

**518.**

894C

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

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[JoJo's solution](#)

**519.**

909E

[Coprocesor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[JoJo's solution](#)

**520.**

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-06-26 · last AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory  
[JoJo's solution](#)

**521.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: math, probabilities  
[JoJo's solution](#)

**522.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1900 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[JoJo's solution](#)

**523.**

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 1900 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: geometry  
[JoJo's solution](#)

**524.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: dp  
[JoJo's solution](#)

**525.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: \*special, graphs, implementation  
[JoJo's solution](#)

**526.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, strings, trees  
[JoJo's solution](#)

**527.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[JoJo's solution](#)

**528.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[JoJo's solution](#)

**529.**

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: binary search, math

[JoJo's solution](#)

**530.**

529E

[The Art of Dealing with ATM](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: brute force

[JoJo's solution](#)

**531.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[JoJo's solution](#)

**532.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**533.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[JoJo's solution](#)

**534.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[JoJo's solution](#)

**535.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[JoJo's solution](#)

**536.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[JoJo's solution](#)

**537.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[JoJo's solution](#)

**538.**

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[JoJo's solution](#)

**539.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[JoJo's solution](#)

**540.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[JoJo's solution](#)

**541.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[JoJo's solution](#)

**542.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[JoJo's solution](#)

**543.**

1060E

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

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[JoJo's solution](#)

**544.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[JoJo's solution](#)

**545.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[JoJo's solution](#)

**546.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[JoJo's solution](#)

**547.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, strings

[JoJo's solution](#)

**548.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[JoJo's solution](#)

**549.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[JoJo's solution](#)

**550.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[JoJo's solution](#)

**551.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[JoJo's solution](#)

**552.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[JoJo's solution](#)

**553.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[JoJo's solution](#)

**554.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[JoJo's solution](#)

**555.**

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[JoJo's solution](#)

**556.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[JoJo's solution](#)

**557.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[JoJo's solution](#)

**558.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[JoJo's solution](#)

**559.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[JoJo's solution](#)

**560.**

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[JoJo's solution](#)

**561.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[JoJo's solution](#)

**562.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, number theory

[JoJo's solution](#)

**563.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 2000 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[JoJo's solution](#)

**564.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[JoJo's solution](#)

**565.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[JoJo's solution](#)

**566.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[JoJo's solution](#)

**567.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[JoJo's solution](#)

**568.**

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, strings

[JoJo's solution](#)

**569.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[JoJo's solution](#)

**570.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[JoJo's solution](#)

**571.**

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[JoJo's solution](#)

**572.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[JoJo's solution](#)

**573.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[JoJo's solution](#)

**574.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[JoJo's solution](#)

**575.**

934D

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

Rating: 2000 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[JoJo's solution](#)

**576.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[JoJo's solution](#)

**577.**

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[JoJo's solution](#)

**578.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math

[JoJo's solution](#)

**579.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[JoJo's solution](#)

**580.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: dp, math

[JoJo's solution](#)

**581.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[JoJo's solution](#)

**582.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[JoJo's solution](#)

**583.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[JoJo's solution](#)

**584.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[JoJo's solution](#)

**585.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[JoJo's solution](#)

**586.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[JoJo's solution](#)

**587.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[JoJo's solution](#)

**588.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[JoJo's solution](#)

**589.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JoJo's solution](#)

**590.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[JoJo's solution](#)

**591.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[JoJo's solution](#)

**592.**

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[JoJo's solution](#)

**593.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[JoJo's solution](#)

**594.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[JoJo's solution](#)

**595.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2019-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[JoJo's solution](#)

**596.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[JoJo's solution](#)

**597.**

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[JoJo's solution](#)

**598.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[JoJo's solution](#)

**599.**

266C

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

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**600.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[JoJo's solution](#)

**601.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[JoJo's solution](#)

**602.**

748D

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

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[JoJo's solution](#)

**603.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[JoJo's solution](#)

**604.**

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[JoJo's solution](#)

**605.**

1099E

[Nice table](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[JoJo's solution](#)

**606.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[JoJo's solution](#)

**607.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[JoJo's solution](#)

**608.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[JoJo's solution](#)

**609.**

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[JoJo's solution](#)

**610.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[JoJo's solution](#)

**611.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-06-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[JoJo's solution](#)

**612.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees  
[JoJo's solution](#)

**613.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs  
[JoJo's solution](#)

**614.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[JoJo's solution](#)

**615.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[JoJo's solution](#)

**616.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[JoJo's solution](#)

**617.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees  
[JoJo's solution](#)

**618.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation  
[JoJo's solution](#)

**619.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths  
[JoJo's solution](#)

**620.**

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[JoJo's solution](#)

**621.**

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[JoJo's solution](#)

**622.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[JoJo's solution](#)

**623.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[JoJo's solution](#)

**624.**

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[JoJo's solution](#)

**625.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, strings

[JoJo's solution](#)

**626.**

907D

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

Rating: 2200 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[JoJo's solution](#)

**627.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[JoJo's solution](#)

**628.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: dp

[JoJo's solution](#)

**629.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[JoJo's solution](#)

**630.**

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[JoJo's solution](#)

**631.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[JoJo's solution](#)

**632.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[JoJo's solution](#)

**633.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[JoJo's solution](#)

**634.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[JoJo's solution](#)

**635.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[JoJo's solution](#)

**636.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[JoJo's solution](#)

**637.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[JoJo's solution](#)

**638.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[JoJo's solution](#)

**639.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[JoJo's solution](#)

**640.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[JoJo's solution](#)

**641.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[JoJo's solution](#)

**642.**

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[JoJo's solution](#)

**643.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[JoJo's solution](#)

**644.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[JoJo's solution](#)

**645.**

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[JoJo's solution](#)

**646.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[JoJo's solution](#)

**647.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[JoJo's solution](#)

**648.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[JoJo's solution](#)

**649.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[JoJo's solution](#)

**650.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[JoJo's solution](#)

**651.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[JoJo's solution](#)

**652.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[JoJo's solution](#)

**653.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[JoJo's solution](#)

**654.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[JoJo's solution](#)

**655.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[JoJo's solution](#)

**656.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[JoJo's solution](#)

**657.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[JoJo's solution](#)

**658.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[JoJo's solution](#)

**659.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[JoJo's solution](#)

**660.**

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[JoJo's solution](#)

**661.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[JoJo's solution](#)

**662.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[JoJo's solution](#)

**663.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[JoJo's solution](#)

**664.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[JoJo's solution](#)

**665.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[JoJo's solution](#)

**666.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[JoJo's solution](#)

**667.**

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[JoJo's solution](#)

**668.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[JoJo's solution](#)

**669.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[JoJo's solution](#)

**670.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[JoJo's solution](#)

**671.**

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[JoJo's solution](#)

**672.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[JoJo's solution](#)

**673.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[JoJo's solution](#)

**674.**

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[JoJo's solution](#)

**675.**

106338B

[A 8D\\$>C\\$0Dò <C 3C,,O](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**676.**

106338A

[A 5yC@ C AC#0 C @D4AC#0](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**677.**

106337D

[A 6@D16C#8 Cò> C\\$5D HC,,=C <](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**678.**

106337C

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Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**679.**

106337B

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Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**680.**

106337A

[A,,B 0ä3C, >C`8CÄ?C,,0CDK](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[JoJo's solution](#)

**681.**

1041566

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Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**682.**

1041565

[AÄ5D\\$@ CäAD\\$@ Cä9](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**683.**

1041552

[A 0@Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**684.**

1041551

[BUTTER;CT=C,,5 C@D<CäCC4>C`LCÔ8C#0](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**685.**

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**686.**

100286A

[Aerodynamics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**687.**

100286F

[Fibonacci System](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**688.**

100286J

[Javanese Cryptanalysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**689.**

100286H

[Hell on the Markets](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**690.**

100286G

[Giant Screen](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**691.**

100286I

[iSharp](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**692.**

100286B

[Blind Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**693.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**694.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**695.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**696.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**697.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**698.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**699.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**700.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**701.**

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**702.**

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**703.**

103833H

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

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**704.**

103833C

[A Game of Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**705.**

103833E

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**706.**

103833D

[Volcanoes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**707.**

103833G

[Clustering evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**708.**

103833B

[Festival of the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**709.**

103833A

[Liberdance](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**710.**

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**711.**

103451F

[Krosh and series sum 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**712.**

103451G

[Krosh and permutation and expected number](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**713.**

103451C

[Krosh and paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**714.**

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**715.**

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**716.**

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**717.**

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**718.**

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**719.**

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**720.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**721.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**722.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**723.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**724.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**725.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**726.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**727.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**728.**

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**729.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**730.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**731.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**732.**

102433C

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

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**733.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**734.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**735.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[JoJo's solution](#)

**736.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**737.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**738.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**739.**

102861N

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

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**740.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**741.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**742.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**743.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**744.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**745.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**746.**

102428F

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

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**747.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**748.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**749.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**750.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**751.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**752.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**753.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**754.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**755.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**756.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**757.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**758.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**759.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**760.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**761.**

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**762.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**763.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**764.**

102835H

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

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**765.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**766.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**767.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**768.**

102835A

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

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**769.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**770.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**771.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**772.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**773.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**774.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**775.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**776.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**777.**

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**778.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · MS C++ 2017 (first AC) · Tags: —

[JoJo's solution](#)

**779.**

100085F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**780.**

100085J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**781.**

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**782.**

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**783.**

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**784.**

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**785.**

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**786.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**787.**

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**788.**

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**789.**

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**790.**

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**791.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**792.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**793.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**794.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**795.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**796.**

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**797.**

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**798.**

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**799.**

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**800.**

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**801.**

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**802.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**803.**

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[JoJo's solution](#)

**804.**

100513C

[Component Tree](#) · [Tutorial](#)

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

[JoJo's solution](#)

**805.**

100513M

[Variable Shadowing](#) · [Tutorial](#)

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

[JoJo's solution](#)

**806.**

100513K

[Treeland](#) · [Tutorial](#)

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

[JoJo's solution](#)

**807.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

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

[JoJo's solution](#)

**808.**

100513D

[Data Center](#) · [Tutorial](#)

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

[JoJo's solution](#)

**809.**

100513E

[Election of a Mayor](#) · [Tutorial](#)

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

[JoJo's solution](#)

**810.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

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

[JoJo's solution](#)

**811.**

100513I

[Sale in GameStore](#) · [Tutorial](#)

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

[JoJo's solution](#)

**812.**

101942C

[A5D4A1CÄ8CÔCD](#)

Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**813.**

101942F

[A6DD41C, <D4EC](#)

Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**814.**

101942K

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**815.**

101942H

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**816.**

101942B

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**817.**

101942I

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**818.**

101942J

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**819.**

101942A

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Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**820.**

101941H

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Rating: — · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**821.**

101941G

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Rating: — · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**822.**

101142I

[Integral Polygons · Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**823.**

101142C

[CodeCoder vs TopForces · Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**824.**

101142K

[King's Heir · Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**825.**

101142F

[Folding · Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**826.**

101142A

[Anniversary Cake · Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**827.**

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**828.**

101669F

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

Rating: — · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**829.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**830.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**831.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**832.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**833.**

101789B

[A > C @ D > C ä < C 8](#)

Rating: — · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**834.**

101819B

[A > C @ D > C ô < C 8](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**835.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**836.**

101612L

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

Rating: — · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**837.**

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**838.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**839.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**840.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**841.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**842.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**843.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**844.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**845.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**846.**

101409C

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

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**847.**

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**848.**

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[JoJo's solution](#)

**849.**

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**850.**

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**851.**

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**852.**

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**853.**

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**854.**

101609F

[B 8D,ç\\$0CÔ8CP](#)

Rating: — · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**855.**

101609D

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Rating: — · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**856.**

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**857.**

101609G

[AçDriçGT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**858.**

101609E

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Rating: — · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**859.**

101609K

[AD@ç1C'5CÔ8CP](#)

Rating: — · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**860.**

101609A

[ATOCs CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**861.**

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**862.**

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**863.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**864.**

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**865.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[JoJo's solution](#)

**866.**

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**867.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**868.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**869.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**870.**

101589E

[BÖÖrid4@D 8Dö](#)

Rating: — · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**871.**

101589D

[A@C@](#)

Rating: — · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**872.**

101589C

[A,AD@C 2C 5CÔ8CR CD ?CT2C 5CÄ>D BC, „2D CDt=D4N\)](#)

Rating: — · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**873.**

101589B

[B4C@C](#)

Rating: — · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**874.**

101589A

[A@C@FCT=D\\$K](#)

Rating: — · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**875.**

101636L

[A@C@AD\\$KCR AD4DDD8C@AD°](#)

Rating: — · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**876.**

101636A

[B\\$C@i@Ct<](#)

Rating: — · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**877.**

101636G

[A@C@](#)

Rating: — · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**878.**

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,„5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**879.**

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[B @C@HCT=CÔ>CR ?D >C,„7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**880.**

101618H

[A\\$0C@CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**881.**

101618B

[A NOD@CTB](#)

Rating: — · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**882.**

101618C

[A6@Ca=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C=2C @C,,9](#)

Rating: — · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)

**883.**

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Rating: — · first AC: 2017-12-07 · GNU C++11 (first AC) · Tags: —

[JoJo's solution](#)