

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

<https://cfelitetracker.vercel.app>

# Unique solved — KAN

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

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

Filters: none

Count: 881

- 1.**  
1450A  
[Avoid Trygub](#) · [Tutorial](#)  
Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[KAN's solution](#)
- 2.**  
1392A  
[Omkar and Password](#) · [Tutorial](#)  
Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[KAN's solution](#)
- 3.**  
1392B  
[Omkar and Infinity Clock](#) · [Tutorial](#)  
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[KAN's solution](#)
- 4.**  
1368A  
[C+=](#) · [Tutorial](#)  
Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
[KAN's solution](#)
- 5.**  
1305A  
[Kuroni and the Gifts](#) · [Tutorial](#)  
Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[KAN's solution](#)
- 6.**  
1270A  
[Card Game](#) · [Tutorial](#)  
Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[KAN's solution](#)
- 7.**  
965A  
[Paper Airplanes](#) · [Tutorial](#)  
Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · Python 3 (first AC) · Tags: math  
[KAN's solution](#)
- 8.**  
791A  
[Bear and Big Brother](#) · [Tutorial](#)  
Quality: 257,177 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[KAN's solution](#)
- 9.**  
618A  
[Slime Combining](#) · [Tutorial](#)  
Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation  
[KAN's solution](#)

**10.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math  
[KAN's solution](#)

**11.**

472A

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

Quality: 70,765 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory  
[KAN's solution](#)

**12.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,402 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, implementation  
[KAN's solution](#)

**13.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2011-06-20 · FPC (first AC) · Tags: implementation, math  
[KAN's solution](#)

**14.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings  
[KAN's solution](#)

**15.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[KAN's solution](#)

**16.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[KAN's solution](#)

**17.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[KAN's solution](#)

**18.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[KAN's solution](#)

**19.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[KAN's solution](#)

**20.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[KAN's solution](#)

**21.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[KAN's solution](#)

**22.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation  
[KAN's solution](#)

**23.**

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[KAN's solution](#)

**24.**

644A

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

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

**25.**

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  
[KAN's solution](#)

**26.**

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  
[KAN's solution](#)

**27.**

500A

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

Quality: 62,682 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation  
[KAN's solution](#)

**28.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-06-16 · FPC (first AC) · Tags: greedy, math  
[KAN's solution](#)

**29.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[KAN's solution](#)

**30.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[KAN's solution](#)

**31.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[KAN's solution](#)

- 32.**  
522B  
[Photo to Remember](#) · [Tutorial](#)  
Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures, dp, implementation  
[KAN's solution](#)
- 33.**  
316A1  
[Special Task](#) · [Tutorial](#)  
Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy  
[KAN's solution](#)
- 34.**  
258A  
[Little Elephant and Bits](#) · [Tutorial](#)  
Quality: 26,505 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math  
[KAN's solution](#)
- 35.**  
196A  
[Lexicographically Maximum Subsequence](#) · [Tutorial](#)  
Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings  
[KAN's solution](#)
- 36.**  
158B  
[Taxi](#) · [Tutorial](#)  
Quality: 103,798 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, greedy, implementation  
[KAN's solution](#)
- 37.**  
82A  
[Double Cola](#) · [Tutorial](#)  
Quality: 32,234 global accepts · Rating: 1100 · first AC: 2012-02-21 · GNU C++ (first AC) · Tags: implementation, math  
[KAN's solution](#)
- 38.**  
103A  
[Testing Pants for Sadness](#) · [Tutorial](#)  
Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · FPC (first AC) · Tags: greedy, implementation, math  
[KAN's solution](#)
- 39.**  
90B  
[African Crossword](#) · [Tutorial](#)  
Quality: 5,715 global accepts · Rating: 1100 · first AC: 2011-06-16 · FPC (first AC) · Tags: implementation, strings  
[KAN's solution](#)
- 40.**  
1510K  
[King's Task](#) · [Tutorial](#)  
Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation  
[KAN's solution](#)
- 41.**  
1392C  
[Omkar and Waterslide](#) · [Tutorial](#)  
Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[KAN's solution](#)
- 42.**  
1375B  
[Neighbor Grid](#) · [Tutorial](#)  
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[KAN's solution](#)

43.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[KAN's solution](#)

44.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KAN's solution](#)

45.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[KAN's solution](#)

46.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[KAN's solution](#)

47.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,834 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[KAN's solution](#)

48.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[KAN's solution](#)

49.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[KAN's solution](#)

50.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[KAN's solution](#)

51.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[KAN's solution](#)

52.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · PyPy 3 (first AC) · Tags: implementation

[KAN's solution](#)

53.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[KAN's solution](#)

**54.**

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[KAN's solution](#)

**55.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[KAN's solution](#)

**56.**

526A

[King of Thieves](#) · [Tutorial](#)

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

[KAN's solution](#)

**57.**

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**58.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[KAN's solution](#)

**59.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,339 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[KAN's solution](#)

**60.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[KAN's solution](#)

**61.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**62.**

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math

[KAN's solution](#)

**63.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[KAN's solution](#)

**64.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, brute force, number theory

[KAN's solution](#)

**65.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[KAN's solution](#)

**66.**

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2011-06-20 · FPC (first AC) · Tags: greedy

[KAN's solution](#)

**67.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[KAN's solution](#)

**68.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[KAN's solution](#)

**69.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[KAN's solution](#)

**70.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[KAN's solution](#)

**71.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[KAN's solution](#)

**72.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KAN's solution](#)

**73.**

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[KAN's solution](#)

**74.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation

[KAN's solution](#)

**75.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[KAN's solution](#)

**76.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force

[KAN's solution](#)

**77.**

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[KAN's solution](#)

**78.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math

[KAN's solution](#)

**79.**

438A

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

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

[KAN's solution](#)

**80.**

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[KAN's solution](#)

**81.**

277A

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

Quality: 21,575 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[KAN's solution](#)

**82.**

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[KAN's solution](#)

**83.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,351 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[KAN's solution](#)

**84.**

158C

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

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, data structures, implementation

[KAN's solution](#)

**85.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · FPC (first AC) · Tags: dfs and similar, graphs

[KAN's solution](#)

- 86.**  
1368B  
[Codeforces Subsequences](#) · [Tutorial](#)  
Quality: 21,417 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[KAN's solution](#)
- 87.**  
1368C  
[Even Picture](#) · [Tutorial](#)  
Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[KAN's solution](#)
- 88.**  
1340A  
[Nastya and Strange Generator](#) · [Tutorial](#)  
Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[KAN's solution](#)
- 89.**  
1338A  
[Powered Addition](#) · [Tutorial](#)  
Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[KAN's solution](#)
- 90.**  
1326D1  
[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)  
Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[KAN's solution](#)
- 91.**  
1299A  
[Anu Has a Function](#) · [Tutorial](#)  
Quality: 12,549 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[KAN's solution](#)
- 92.**  
1089G  
[Guest Student](#) · [Tutorial](#)  
Quality: 3,227 global accepts · Rating: 1500 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[KAN's solution](#)
- 93.**  
1218F  
[Workout plan](#) · [Tutorial](#)  
Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[KAN's solution](#)
- 94.**  
771B  
[Bear and Different Names](#) · [Tutorial](#)  
Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[KAN's solution](#)
- 95.**  
771A  
[Bear and Friendship Condition](#) · [Tutorial](#)  
Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[KAN's solution](#)
- 96.**  
724B  
[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[KAN's solution](#)

**97.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[KAN's solution](#)

**98.**

576A

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

Quality: 15,924 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[KAN's solution](#)

**99.**

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**100.**

555A

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

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

[KAN's solution](#)

**101.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

[KAN's solution](#)

**102.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**103.**

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,165 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[KAN's solution](#)

**104.**

356A

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

Quality: 16,784 global accepts · Rating: 1500 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: data structures, dsu

[KAN's solution](#)

**105.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures

[KAN's solution](#)

**106.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[KAN's solution](#)

**107.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[KAN's solution](#)

**108.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**109.**

256A

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

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[KAN's solution](#)

**110.**

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[KAN's solution](#)

**111.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[KAN's solution](#)

**112.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**113.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,652 global accepts · Rating: 1500 · first AC: 2011-08-07 · FPC (first AC) · Tags: dfs and similar, dsu, graphs

[KAN's solution](#)

**114.**

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-20 · FPC (first AC) · Tags: binary search, data structures, dp

[KAN's solution](#)

**115.**

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-20 · FPC (first AC) · Tags: binary search, data structures, dp, greedy

[KAN's solution](#)

**116.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,631 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[KAN's solution](#)

**117.**

1336A

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

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

[KAN's solution](#)

**118.**

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math,

number theory

[KAN's solution](#)

**119.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[KAN's solution](#)

**120.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[KAN's solution](#)

**121.**

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[KAN's solution](#)

**122.**

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

[KAN's solution](#)

**123.**

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: \*special, data structures, dp, greedy

[KAN's solution](#)

**124.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[KAN's solution](#)

**125.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,657 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[KAN's solution](#)

**126.**

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[KAN's solution](#)

**127.**

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[KAN's solution](#)

**128.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[KAN's solution](#)

**129.**

524A

[A\\$>Ct=CiãCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[KAN's solution](#)

**130.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[KAN's solution](#)

**131.**

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KAN's solution](#)

**132.**

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[KAN's solution](#)

**133.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[KAN's solution](#)

**134.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[KAN's solution](#)

**135.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[KAN's solution](#)

**136.**

375A

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

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[KAN's solution](#)

**137.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[KAN's solution](#)

**138.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[KAN's solution](#)

**139.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[KAN's solution](#)

**140.**

343B

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

Quality: 17,279 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[KAN's solution](#)

**141.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,024 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[KAN's solution](#)

**142.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[KAN's solution](#)

**143.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[KAN's solution](#)

**144.**

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[KAN's solution](#)

**145.**

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation

[KAN's solution](#)

**146.**

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: implementation, math

[KAN's solution](#)

**147.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: math, number theory

[KAN's solution](#)

**148.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**149.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[KAN's solution](#)

**150.**

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[KAN's solution](#)

**151.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[KAN's solution](#)

**152.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,272 global accepts · Rating: 1600 · first AC: 2011-08-23 · FPC (first AC) · Tags: combinatorics, dp, math, probabilities

[KAN's solution](#)

**153.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[KAN's solution](#)

**154.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[KAN's solution](#)

**155.**

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[KAN's solution](#)

**156.**

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[KAN's solution](#)

**157.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[KAN's solution](#)

**158.**

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[KAN's solution](#)

**159.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,654 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[KAN's solution](#)

**160.**

1361A

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

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[KAN's solution](#)

**161.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[KAN's solution](#)

**162.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[KAN's solution](#)

**163.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[KAN's solution](#)

**164.**

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[KAN's solution](#)

**165.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KAN's solution](#)

**166.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[KAN's solution](#)

**167.**

627B

[Factory Repairs](#) · [Tutorial](#)

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

[KAN's solution](#)

**168.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[KAN's solution](#)

**169.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[KAN's solution](#)

**170.**

559B

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

Quality: 11,671 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[KAN's solution](#)

**171.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**172.**

524B

[BD>D\\$> CÔC CÔCÄÖD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

[KAN's solution](#)

**173.**

484A

[Bits · Tutorial](#)

Quality: 13,389 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[KAN's solution](#)

**174.**

464A

[No to Palindromes! · Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: greedy, strings

[KAN's solution](#)

**175.**

442A

[Borya and Hanabi · Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: bitmasks, brute force, implementation

[KAN's solution](#)

**176.**

316G1

[Good Substrings · Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[KAN's solution](#)

**177.**

223A

[Bracket Sequence · Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

[KAN's solution](#)

**178.**

201A

[Clear Symmetry · Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[KAN's solution](#)

**179.**

193A

[Cutting Figure · Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[KAN's solution](#)

**180.**

191B

[Demonstration · Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**181.**

164A

[Variable, or There and Back Again · Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[KAN's solution](#)

**182.**

163A

[Substring and Subsequence · Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[KAN's solution](#)

**183.**

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[KAN's solution](#)

**184.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,761 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[KAN's solution](#)

**185.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[KAN's solution](#)

**186.**

1441A

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[KAN's solution](#)

**187.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[KAN's solution](#)

**188.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,906 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[KAN's solution](#)

**189.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KAN's solution](#)

**190.**

1338B

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

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[KAN's solution](#)

**191.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KAN's solution](#)

**192.**

1326D2

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

Quality: 11,753 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string

suffix structures, strings

[KAN's solution](#)

**193.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[KAN's solution](#)

**194.**

1290B

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

Quality: 7,153 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[KAN's solution](#)

**195.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[KAN's solution](#)

**196.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[KAN's solution](#)

**197.**

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[KAN's solution](#)

**198.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[KAN's solution](#)

**199.**

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[KAN's solution](#)

**200.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[KAN's solution](#)

**201.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: dp

[KAN's solution](#)

**202.**

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**203.**

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

[KAN's solution](#)

**204.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[KAN's solution](#)

**205.**

487A

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

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[KAN's solution](#)

**206.**

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: greedy, math, probabilities

[KAN's solution](#)

**207.**

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[KAN's solution](#)

**208.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[KAN's solution](#)

**209.**

256B

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

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[KAN's solution](#)

**210.**

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[KAN's solution](#)

**211.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: math, ternary search

[KAN's solution](#)

**212.**

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dp, shortest paths

[KAN's solution](#)

**213.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[KAN's solution](#)

**214.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[KAN's solution](#)

**215.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[KAN's solution](#)

**216.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[KAN's solution](#)

**217.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · FPC (first AC) · Tags: dp, greedy

[KAN's solution](#)

**218.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,233 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KAN's solution](#)

**219.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KAN's solution](#)

**220.**

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[KAN's solution](#)

**221.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[KAN's solution](#)

**222.**

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[KAN's solution](#)

**223.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[KAN's solution](#)

**224.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[KAN's solution](#)

**225.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[KAN's solution](#)

**226.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[KAN's solution](#)

**227.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[KAN's solution](#)

**228.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[KAN's solution](#)

**229.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[KAN's solution](#)

**230.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[KAN's solution](#)

**231.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[KAN's solution](#)

**232.**

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**233.**

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[KAN's solution](#)

**234.**

536B

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

Rating: 1900 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[KAN's solution](#)

**235.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1900 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[KAN's solution](#)

**236.**

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[KAN's solution](#)

**237.**

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[KAN's solution](#)

**238.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[KAN's solution](#)

**239.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[KAN's solution](#)

**240.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[KAN's solution](#)

**241.**

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[KAN's solution](#)

**242.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[KAN's solution](#)

**243.**

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: implementation, math

[KAN's solution](#)

**244.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[KAN's solution](#)

**245.**

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: data structures, implementation

[KAN's solution](#)

**246.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[KAN's solution](#)

**247.**

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: dp, math, probabilities

[KAN's solution](#)

**248.**

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[KAN's solution](#)

**249.**

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[KAN's solution](#)

**250.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

[KAN's solution](#)

**251.**

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**252.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[KAN's solution](#)

**253.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,221 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[KAN's solution](#)

**254.**

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: \*special, dp, sortings

[KAN's solution](#)

**255.**

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: greedy

[KAN's solution](#)

**256.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[KAN's solution](#)

**257.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KAN's solution](#)

**258.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,837 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: games

[KAN's solution](#)

**259.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[KAN's solution](#)

**260.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[KAN's solution](#)

**261.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KAN's solution](#)

**262.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[KAN's solution](#)

**263.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · Python 3 (first AC) · Tags: math

[KAN's solution](#)

**264.**

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[KAN's solution](#)

**265.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[KAN's solution](#)

**266.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[KAN's solution](#)

**267.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[KAN's solution](#)

**268.**

541C

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

Rating: 2000 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**269.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**270.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[KAN's solution](#)

**271.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: \*special, data structures

[KAN's solution](#)

**272.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[KAN's solution](#)

**273.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[KAN's solution](#)

**274.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[KAN's solution](#)

**275.**

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, math, two pointers

[KAN's solution](#)

**276.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[KAN's solution](#)

**277.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[KAN's solution](#)

**278.**

251C

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

Quality: 1,128 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[KAN's solution](#)

**279.**

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[KAN's solution](#)

**280.**

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[KAN's solution](#)

**281.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · GNU C++ (first AC) · Tags: dp

[KAN's solution](#)

**282.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[KAN's solution](#)

**283.**

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force

[KAN's solution](#)

**284.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2000 · first AC: 2012-05-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[KAN's solution](#)

**285.**

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[KAN's solution](#)

**286.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[KAN's solution](#)

**287.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**288.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[KAN's solution](#)

**289.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[KAN's solution](#)

**290.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 2100 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[KAN's solution](#)

**291.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KAN's solution](#)

**292.**

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[KAN's solution](#)

**293.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[KAN's solution](#)

**294.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[KAN's solution](#)

**295.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[KAN's solution](#)

**296.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[KAN's solution](#)

**297.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[KAN's solution](#)

**298.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[KAN's solution](#)

**299.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[KAN's solution](#)

**300.**

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[KAN's solution](#)

**301.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math

[KAN's solution](#)

**302.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[KAN's solution](#)

**303.**

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math

[KAN's solution](#)

**304.**

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**305.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers

[KAN's solution](#)

**306.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy

[KAN's solution](#)

**307.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[KAN's solution](#)

**308.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp

[KAN's solution](#)

**309.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[KAN's solution](#)

**310.**

355E

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures

[KAN's solution](#)

**311.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[KAN's solution](#)

**312.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[KAN's solution](#)

**313.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[KAN's solution](#)

**314.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[KAN's solution](#)

**315.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[KAN's solution](#)

**316.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[KAN's solution](#)

**317.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[KAN's solution](#)

**318.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[KAN's solution](#)

**319.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[KAN's solution](#)

**320.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[KAN's solution](#)

**321.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[KAN's solution](#)

**322.**

1305E

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

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

[KAN's solution](#)

**323.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KAN's solution](#)

**324.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[KAN's solution](#)

**325.**

627C

[Package Delivery](#) · [Tutorial](#)

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

[KAN's solution](#)

**326.**

603C

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

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

[KAN's solution](#)

**327.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[KAN's solution](#)

**328.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[KAN's solution](#)

**329.**

555C

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

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

[KAN's solution](#)

**330.**

549G

[Happy Line](#) · [Tutorial](#)

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

[KAN's solution](#)

**331.**

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[KAN's solution](#)

**332.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: bitmasks, greedy  
[KAN's solution](#)

**333.**

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: string suffix structures  
[KAN's solution](#)

**334.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings  
[KAN's solution](#)

**335.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy  
[KAN's solution](#)

**336.**

256C

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

Rating: 2200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: games  
[KAN's solution](#)

**337.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2200 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees  
[KAN's solution](#)

**338.**

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[KAN's solution](#)

**339.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[KAN's solution](#)

**340.**

78D

[Archer's Shot](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, two pointers  
[KAN's solution](#)

**341.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[KAN's solution](#)

**342.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[KAN's solution](#)

**343.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[KAN's solution](#)

**344.**

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[KAN's solution](#)

**345.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[KAN's solution](#)

**346.**

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**347.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: dp, trees

[KAN's solution](#)

**348.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[KAN's solution](#)

**349.**

549B

[Lookery Party](#) · [Tutorial](#)

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

[KAN's solution](#)

**350.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[KAN's solution](#)

**351.**

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: data structures, math

[KAN's solution](#)

**352.**

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[KAN's solution](#)

**353.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

[KAN's solution](#)

**354.**

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[KAN's solution](#)

**355.**

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp

[KAN's solution](#)

**356.**

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp

[KAN's solution](#)

**357.**

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[KAN's solution](#)

**358.**

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math

[KAN's solution](#)

**359.**

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: brute force, implementation

[KAN's solution](#)

**360.**

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: games, math

[KAN's solution](#)

**361.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[KAN's solution](#)

**362.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KAN's solution](#)

**363.**

1441B

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[KAN's solution](#)

**364.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[KAN's solution](#)

**365.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[KAN's solution](#)

**366.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[KAN's solution](#)

**367.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[KAN's solution](#)

**368.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[KAN's solution](#)

**369.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[KAN's solution](#)

**370.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[KAN's solution](#)

**371.**

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[KAN's solution](#)

**372.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[KAN's solution](#)

**373.**

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[KAN's solution](#)

**374.**

643C

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

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[KAN's solution](#)

**375.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[KAN's solution](#)

**376.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[KAN's solution](#)

**377.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[KAN's solution](#)

**378.**

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**379.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**380.**

526E

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

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

[KAN's solution](#)

**381.**

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[KAN's solution](#)

**382.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[KAN's solution](#)

**383.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,913 global accepts · Rating: 2400 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[KAN's solution](#)

**384.**

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: flows, trees

[KAN's solution](#)

**385.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: games, implementation

[KAN's solution](#)

**386.**

258E

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

Quality: 1,318 global accepts · Rating: 2400 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[KAN's solution](#)

**387.**

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-25 · GNU C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[KAN's solution](#)

**388.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[KAN's solution](#)

**389.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[KAN's solution](#)

**390.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[KAN's solution](#)

**391.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[KAN's solution](#)

**392.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[KAN's solution](#)

**393.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[KAN's solution](#)

**394.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[KAN's solution](#)

**395.**

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[KAN's solution](#)

**396.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[KAN's solution](#)

**397.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[KAN's solution](#)

**398.**

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[KAN's solution](#)

**399.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[KAN's solution](#)

**400.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: data structures, geometry

[KAN's solution](#)

**401.**

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[KAN's solution](#)

**402.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[KAN's solution](#)

**403.**

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, geometry

[KAN's solution](#)

**404.**

571C

[CNF 2](#) · [Tutorial](#)

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

[KAN's solution](#)

**405.**

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**406.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-07-17 · GNU C++11 (first AC) · Tags: bitmasks, dp

[KAN's solution](#)

**407.**

555D

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

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

[KAN's solution](#)

**408.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: data structures, greedy

[KAN's solution](#)

**409.**

438C

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

Rating: 2500 · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: dp, geometry

[KAN's solution](#)

**410.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[KAN's solution](#)

**411.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[KAN's solution](#)

**412.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[KAN's solution](#)

**413.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[KAN's solution](#)

**414.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[KAN's solution](#)

**415.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[KAN's solution](#)

**416.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[KAN's solution](#)

**417.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KAN's solution](#)

**418.**

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[KAN's solution](#)

**419.**

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[KAN's solution](#)

**420.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[KAN's solution](#)

**421.**

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[KAN's solution](#)

**422.**

568C

[New Language](#) · [Tutorial](#)

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

[KAN's solution](#)

**423.**

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**424.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,120 global accepts · Rating: 2600 · first AC: 2015-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[KAN's solution](#)

**425.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**426.**

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**427.**

528C

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

Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[KAN's solution](#)

**428.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: implementation, math

[KAN's solution](#)

**429.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++0x (first AC) · Tags: data structures, trees

[KAN's solution](#)

**430.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: data structures, greedy

[KAN's solution](#)

**431.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**432.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[KAN's solution](#)

**433.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[KAN's solution](#)

**434.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[KAN's solution](#)

**435.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[KAN's solution](#)

**436.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[KAN's solution](#)

**437.**

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[KAN's solution](#)

**438.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: flows

[KAN's solution](#)

**439.**

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[KAN's solution](#)

**440.**

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[KAN's solution](#)

**441.**

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[KAN's solution](#)

**442.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[KAN's solution](#)

**443.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[KAN's solution](#)

**444.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[KAN's solution](#)

**445.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[KAN's solution](#)

**446.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[KAN's solution](#)

**447.**

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[KAN's solution](#)

**448.**

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dp

[KAN's solution](#)

**449.**

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: greedy, hashing, string suffix structures, strings

[KAN's solution](#)

**450.**

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[KAN's solution](#)

**451.**

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[KAN's solution](#)

**452.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[KAN's solution](#)

**453.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KAN's solution](#)

**454.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[KAN's solution](#)

**455.**

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[KAN's solution](#)

**456.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[KAN's solution](#)

**457.**

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**458.**

603D

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

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

[KAN's solution](#)

**459.**

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**460.**

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[KAN's solution](#)

**461.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[KAN's solution](#)

**462.**

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[KAN's solution](#)

**463.**

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[KAN's solution](#)

**464.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[KAN's solution](#)

**465.**

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[KAN's solution](#)

**466.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dp, sortings

[KAN's solution](#)

**467.**

532A

[Berland Miners](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**468.**

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**469.**

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[KAN's solution](#)

**470.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[KAN's solution](#)

**471.**

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[KAN's solution](#)

**472.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[KAN's solution](#)

**473.**

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[KAN's solution](#)

**474.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[KAN's solution](#)

**475.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[KAN's solution](#)

**476.**

771F

[Bear and Isomorphic Points](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3300 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[KAN's solution](#)

**477.**

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, trees

[KAN's solution](#)

**478.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures

[KAN's solution](#)

**479.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[KAN's solution](#)

**480.**

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[KAN's solution](#)

**481.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[KAN's solution](#)

**482.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[KAN's solution](#)

**483.**

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[KAN's solution](#)

**484.**

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KAN's solution](#)

**485.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[KAN's solution](#)

**486.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[KAN's solution](#)

**487.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[KAN's solution](#)

**488.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[KAN's solution](#)

**489.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[KAN's solution](#)

**490.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[KAN's solution](#)

**491.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[KAN's solution](#)

**492.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[KAN's solution](#)

**493.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[KAN's solution](#)

**494.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[KAN's solution](#)

**495.**

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[KAN's solution](#)

**496.**

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[KAN's solution](#)

**497.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[KAN's solution](#)

**498.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[KAN's solution](#)

**499.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[KAN's solution](#)

**500.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[KAN's solution](#)

**501.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**502.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**503.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**504.**

102896N

[New Flat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**505.**

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**506.**

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**507.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**508.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**509.**

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**510.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**511.**

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**512.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**513.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**514.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**515.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[KAN's solution](#)

**516.**

101623E

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

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**517.**

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**518.**

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**519.**

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**520.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**521.**

101623K

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

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**522.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**523.**

101623G

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

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**524.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**525.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**526.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**527.**

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**528.**

101986D

[Making Perimeter of the Convex Hull Shortest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**529.**

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**530.**

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**531.**

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**532.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**533.**

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**534.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**535.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**536.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**537.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**538.**

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**539.**

102040A

[Average of Combination](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**540.**

102040B

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

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**541.**

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**542.**

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**543.**

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**544.**

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**545.**

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**546.**

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**547.**

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**548.**

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**549.**

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**550.**

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**551.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**552.**

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**553.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**554.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**555.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**556.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**557.**

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**558.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**559.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**560.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**561.**

102511B

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

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**562.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**563.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**564.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**565.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**566.**

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**567.**

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**568.**

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**569.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**570.**

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**571.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**572.**

102394I

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

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**573.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**574.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**575.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**576.**

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**577.**

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**578.**

101666J

[Jumping Choreography](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**579.**

101666I

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

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**580.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**581.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**582.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**583.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**584.**

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**585.**

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**586.**

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**587.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**588.**

101666A

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

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**589.**

102192H

[K-Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**590.**

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**591.**

102192C

[City Development](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**592.**

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**593.**

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**594.**

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**595.**

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**596.**

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**597.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**598.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**599.**

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**600.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**601.**

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**602.**

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**603.**

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**604.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**605.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**606.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**607.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**608.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**609.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**610.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**611.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**612.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**613.**

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**614.**

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**615.**

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**616.**

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**617.**

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**618.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**619.**

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**620.**

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**621.**

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**622.**

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**623.**

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**624.**

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[KAN's solution](#)

**625.**

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**626.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[KAN's solution](#)

**627.**

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KAN's solution](#)

**628.**

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**629.**

102460G

[Optimal Selection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**630.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**631.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**632.**

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**633.**

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**634.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**635.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**636.**

102460L

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

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**637.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**638.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**639.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**640.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**641.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**642.**

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**643.**

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**644.**

102452C

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

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**645.**

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**646.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**647.**

102452J

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

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**648.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**649.**

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**650.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**651.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**652.**

1275E3

[A<CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**653.**

1275E2

[A<CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · last AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**654.**

1275F

[B,,UD4C,,@Cä2C =C,,5 Cò>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, interactive

[KAN's solution](#)

**655.**

1275E1

[A<CÔBD >C`LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**656.**

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**657.**

1275C

[#define At0CDD010aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**658.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**659.**

1275A

[B IDK0\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[KAN's solution](#)

**660.**

100801F

[Fygon](#) · [Tutorial](#)

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**661.**

100801G

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**662.**

100801J

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**663.**

100801D

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**664.**

100801C

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**665.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

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**666.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

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**667.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**668.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**669.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**670.**

101908L

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Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**671.**

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**672.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**673.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**674.**

101908C

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Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**675.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**676.**

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**677.**

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**678.**

101908I

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Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**679.**

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**680.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**681.**

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**682.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**683.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**684.**

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**685.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**686.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**687.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**688.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**689.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**690.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**691.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**692.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**693.**

101005H

[Control](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**694.**

101005G

[Segments](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**695.**

101005I

[Substring](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**696.**

101005A

[Tree Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**697.**

101005B

[Ktree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[KAN's solution](#)

**698.**

101246A

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**699.**

101246K

[Running Hero](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**700.**

101246I

[Oil Wells](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**701.**

101246L

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**702.**

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**703.**

101246H

["North-East"](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**704.**

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**705.**

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**706.**

101246C

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**707.**

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**708.**

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**709.**

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**710.**

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**711.**

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**712.**

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**713.**

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**714.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**715.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**716.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**717.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**718.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**719.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**720.**

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**721.**

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**722.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**723.**

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**724.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**725.**

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**726.**

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**727.**

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**728.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[KAN's solution](#)

**729.**

102012C

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**730.**

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**731.**

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**732.**

102012D

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**733.**

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**734.**

102012M

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**735.**

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**736.**

102012H

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**737.**

102012I

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**738.**

102012G

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**739.**

102012A

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

Rating: — · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**740.**

100548E

[Brushing King](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**741.**

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**742.**

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**743.**

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**744.**

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**745.**

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**746.**

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**747.**

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**748.**

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**749.**

100554E

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

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**750.**

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**751.**

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**752.**

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**753.**

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**754.**

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**755.**

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-23 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**756.**

100803J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**757.**

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**758.**

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**759.**

100803E

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

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**760.**

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**761.**

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**762.**

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**763.**

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**764.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**765.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**766.**

100085J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**767.**

100085L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**768.**

100085H

[Huzita Axiom 6](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**769.**

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**770.**

100085E

[Eve](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**771.**

100085C

[Caption](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**772.**

100085I

[Interactive Permutation Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**773.**

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**774.**

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**775.**

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**776.**

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-29 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**777.**

100134I

[Identification of Protein](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**778.**

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**779.**

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**780.**

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**781.**

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**782.**

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**783.**

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**784.**

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**785.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**786.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**787.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**788.**

100553C

[Cactus Generator](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**789.**

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**790.**

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**791.**

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**792.**

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**793.**

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**794.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**795.**

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**796.**

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**797.**

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**798.**

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**799.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**800.**

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**801.**

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**802.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**803.**

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**804.**

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**805.**

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**806.**

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**807.**

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**808.**

100506C

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

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**809.**

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**810.**

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**811.**

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**812.**

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**813.**

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**814.**

100701E

[AtCoder](#)

Rating: — · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: —

[KAN's solution](#)

**815.**

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**816.**

100497K

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

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**817.**

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**818.**

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**819.**

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**820.**

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**821.**

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**822.**

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**823.**

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**824.**

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-04 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**825.**

100151H

[BR Privatization](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**826.**

100151G

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**827.**

100151I

[Recruiting](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**828.**

100151J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**829.**

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**830.**

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**831.**

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**832.**

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**833.**

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**834.**

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**835.**

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**836.**

100494H

[Hard Evidence](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**837.**

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**838.**

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**839.**

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**840.**

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**841.**

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**842.**

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**843.**

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**844.**

100488D

[Toy Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · last AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**845.**

100488G

[Change-making Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · last AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**846.**

100488J

[Hyperdromes Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**847.**

100488K

[Two Pirates](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**848.**

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**849.**

100488A

[Yet Another Goat in the Garden](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**850.**

100488H

[Tony Hawk's Pro Skater](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**851.**

100488E

[Just Change a Word](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**852.**

100488I

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**853.**

100488M

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

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**854.**

100488C

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**855.**

100488B

[Impossible to Guess](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**856.**

100488F

[Two Envelopes](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**857.**

100486G

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**858.**

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**859.**

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**860.**

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**861.**

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**862.**

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**863.**

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**864.**

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**865.**

100484D

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

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**866.**

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**867.**

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**868.**

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**869.**

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**870.**

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**871.**

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**872.**

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**873.**

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**874.**

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++0x (first AC) · Tags: —

[KAN's solution](#)

**875.**

100245D

[A0x0i0C60C'8C04D >CÄK](#)

Rating: — · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**876.**

100245F

[A40D@C](#) CäBD\$5D 8 C 8D\$2C 7C %Cä3C\$0D BC

Rating: — · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**877.**

100174E

[A40D@C](#) CäBD\$5D 8 C 8D\$2C 7C %Cä3C\$0D BD

Rating: — · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**878.**

100174D

[A40D@C](#) CäBD\$5D 8 At0C² D >D >Dt5D BC

Rating: — · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**879.**

100174C

[A40D@C](#) CäBD\$5D 8 Cd5C´5Ct=C O CD>D >C40

Rating: — · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**880.**

100174B

[A40D@C](#) CäBD\$5D 8 B 0D ?D 5CD5C´ODäIC O B,,;Dô?C

Rating: — · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)

**881.**

100174A

[A40D@C](#) CäBD\$5D 8 CÔ>D Cä;C =-CD5-AA>D BC

Rating: — · first AC: 2013-03-20 · GNU C++ (first AC) · Tags: —

[KAN's solution](#)