

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

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# Unique solved — KOTEHOK

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

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

Filters: none

Count: 101

**1.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KOTEHOK's solution](#)

**2.**

710A

[King Moves](#) · [Tutorial](#)

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

[KOTEHOK's solution](#)

**3.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**4.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,390 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math

[KOTEHOK's solution](#)

**5.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, brute force, implementation

[KOTEHOK's solution](#)

**6.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**7.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2010-12-20 · Delphi (first AC) · Tags: greedy, math

[KOTEHOK's solution](#)

**8.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2010-12-17 · Delphi (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**9.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 900 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[KOTEHOK's solution](#)

**10.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**11.**

608A

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

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2016-01-01 · GNU C++ (first AC) · Tags: implementation, math

[KOTEHOK's solution](#)

**12.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2016-01-01 · GNU C++ (first AC) · Tags: combinatorics, math

[KOTEHOK's solution](#)

**13.**

118B

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

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[KOTEHOK's solution](#)

**14.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,423 global accepts · Rating: 1000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: implementation, strings

[KOTEHOK's solution](#)

**15.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-16 · Java 8 (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**16.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Delphi (first AC) · Tags: implementation, math

[KOTEHOK's solution](#)

**17.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[KOTEHOK's solution](#)

**18.**

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, implementation, number theory

[KOTEHOK's solution](#)

**19.**

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-02-28 · Delphi (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**20.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2010-09-10 · Delphi (first AC) · Tags: implementation, sortings

[KOTEHOK's solution](#)

**21.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: implementation, math, number theory

[KOTEHOK's solution](#)

**22.**

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[KOTEHOK's solution](#)

**23.**

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[KOTEHOK's solution](#)

**24.**

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[KOTEHOK's solution](#)

**25.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · Delphi (first AC) · Tags: constructive algorithms, implementation

[KOTEHOK's solution](#)

**26.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · Delphi (first AC) · Tags: math

[KOTEHOK's solution](#)

**27.**

710B

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

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

[KOTEHOK's solution](#)

**28.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math

[KOTEHOK's solution](#)

**29.**

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[KOTEHOK's solution](#)

**30.**

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2010-09-24 · Delphi (first AC) · Tags: brute force, math

[KOTEHOK's solution](#)

**31.**

710C

[Magic Odd Square](#) · [Tutorial](#)

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

[KOTEHOK's solution](#)

**32.**

576A

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

Quality: 15,928 global accepts · Rating: 1500 · first AC: 2015-09-10 · Java 8 (first AC) · Tags: math, number theory

[KOTEHOK's solution](#)

**33.**

497A

[Removing Columns](#) · [Tutorial](#)

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

[KOTEHOK's solution](#)

**34.**

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[KOTEHOK's solution](#)

**35.**

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, implementation, sortings

[KOTEHOK's solution](#)

**36.**

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: \*special, number theory

[KOTEHOK's solution](#)

**37.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · Delphi (first AC) · Tags: binary search, data structures

[KOTEHOK's solution](#)

**38.**

91A

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

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · Delphi (first AC) · Tags: greedy, strings

[KOTEHOK's solution](#)

**39.**

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · Delphi (first AC) · Tags: strings

[KOTEHOK's solution](#)

**40.**

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2010-12-17 · Delphi (first AC) · Tags: math

[KOTEHOK's solution](#)

**41.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: binary search, data structures, dp, math

[KOTEHOK's solution](#)

**42.**

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math

[KOTEHOK's solution](#)

**43.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy  
[KOTEHOK's solution](#)

**44.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,518 global accepts · Rating: 1600 · first AC: 2010-09-17 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs  
[KOTEHOK's solution](#)

**45.**

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2010-09-17 · Delphi (first AC) · Tags: implementation  
[KOTEHOK's solution](#)

**46.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math  
[KOTEHOK's solution](#)

**47.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms  
[KOTEHOK's solution](#)

**48.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: dp, greedy  
[KOTEHOK's solution](#)

**49.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy  
[KOTEHOK's solution](#)

**50.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,474 global accepts · Rating: 1700 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dp  
[KOTEHOK's solution](#)

**51.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Delphi (first AC) · Tags: constructive algorithms, hashing, implementation  
[KOTEHOK's solution](#)

**52.**

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-02-28 · Delphi (first AC) · Tags: brute force, implementation  
[KOTEHOK's solution](#)

**53.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2010-12-17 · Delphi (first AC) · Tags: constructive algorithms, math  
[KOTEHOK's solution](#)

**54.**

30B

[Codeforces World Finals](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 1700 · first AC: 2010-09-24 · Delphi (first AC) · Tags: implementation

[KOTEHOK's solution](#)

**55.**

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths

[KOTEHOK's solution](#)

**56.**

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math

[KOTEHOK's solution](#)

**57.**

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2010-09-24 · Delphi (first AC) · Tags: dp, probabilities

[KOTEHOK's solution](#)

**58.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KOTEHOK's solution](#)

**59.**

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[KOTEHOK's solution](#)

**60.**

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

[KOTEHOK's solution](#)

**61.**

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory

[KOTEHOK's solution](#)

**62.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[KOTEHOK's solution](#)

**63.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[KOTEHOK's solution](#)

**64.**

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[KOTEHOK's solution](#)

**65.**

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: brute force, greedy, sortings, strings

[KOTEHOK's solution](#)

**66.**

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[KOTEHOK's solution](#)

**67.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2010-09-10 · Delphi (first AC) · Tags: constructive algorithms, greedy

[KOTEHOK's solution](#)

**68.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: dfs and similar, dp

[KOTEHOK's solution](#)

**69.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · Java 8 (first AC) · Tags: dp, greedy, sortings

[KOTEHOK's solution](#)

**70.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: dp

[KOTEHOK's solution](#)

**71.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2011-10-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[KOTEHOK's solution](#)

**72.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Delphi (first AC) · Tags: dp

[KOTEHOK's solution](#)

**73.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · Delphi (first AC) · Tags: data structures, dfs and similar, sortings

[KOTEHOK's solution](#)

**74.**

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[KOTEHOK's solution](#)

**75.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · Delphi (first AC) · Tags: geometry

[KOTEHOK's solution](#)

**76.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2010-09-10 · Delphi (first AC) · Tags: brute force, dp, number theory

[KOTEHOK's solution](#)

**77.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[KOTEHOK's solution](#)

**78.**

576B

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

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

[KOTEHOK's solution](#)

**79.**

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: dp, geometry

[KOTEHOK's solution](#)

**80.**

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: data structures, greedy, sortings

[KOTEHOK's solution](#)

**81.**

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: combinatorics, number theory

[KOTEHOK's solution](#)

**82.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[KOTEHOK's solution](#)

**83.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · Delphi (first AC) · Tags: binary search, dp, probabilities

[KOTEHOK's solution](#)

**84.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[KOTEHOK's solution](#)

**85.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: binary search, data structures, trees

[KOTEHOK's solution](#)

**86.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-17 · Delphi (first AC) · Tags: combinatorics, dp, probabilities

[KOTEHOK's solution](#)

**87.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[KOTEHOK's solution](#)

**88.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[KOTEHOK's solution](#)

**89.**

306D

[Polygon](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 2300 · first AC: 2013-05-11 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[KOTEHOK's solution](#)

**90.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2011-11-03 · last AC: 2011-11-04 · GNU C++ (first AC) · Tags: string suffix structures

[KOTEHOK's solution](#)

**91.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: combinatorics, dp, greedy

[KOTEHOK's solution](#)

**92.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · Delphi (first AC) · Tags: combinatorics, dsu, graphs

[KOTEHOK's solution](#)

**93.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Delphi (first AC) · Tags: binary search, brute force, data structures, implementation

[KOTEHOK's solution](#)

**94.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2010-12-17 · Delphi (first AC) · Tags: dp

[KOTEHOK's solution](#)

**95.**

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[KOTEHOK's solution](#)

**96.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-13 · Delphi (first AC) · Tags: dp, math, number theory

[KOTEHOK's solution](#)

**97.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2010-09-17 · Java 6 (first AC) · Tags: binary search, data structures, dp, hashing  
[KOTEHOK's solution](#)

**98.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-22 · last AC: 2016-08-22 · GNU C++ (first AC) · Tags: math, number theory  
[KOTEHOK's solution](#)

**99.**

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[KOTEHOK's solution](#)

**100.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: hashing, strings  
[KOTEHOK's solution](#)

**101.**

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: math, number theory  
[KOTEHOK's solution](#)