

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

<https://cfelitetracker.vercel.app>

Unique solved — Klungs

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

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

Filters: none

Count: 426

1.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Klungs's solution](#)

2.

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Klungs's solution](#)

3.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Klungs's solution](#)

4.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Klungs's solution](#)

5.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Klungs's solution](#)

6.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Klungs's solution](#)

7.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Klungs's solution](#)

8.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Klungs's solution](#)

9.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Klungs's solution](#)

10.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Klung's solution](#)

11.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Klung's solution](#)

12.

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

13.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Klung's solution](#)

14.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[Klung's solution](#)

15.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Klung's solution](#)

16.

1028A

[Find Square](#) · [Tutorial](#)

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

[Klung's solution](#)

17.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

18.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[Klung's solution](#)

19.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Klung's solution](#)

20.

467A

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

Quality: 155,973 global accepts · Rating: 800 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

21.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Klung's solution](#)

22.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Klung's solution](#)

23.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation

[Klung's solution](#)

24.

678A

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

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++ (first AC) · Tags: implementation, math

[Klung's solution](#)

25.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,763 global accepts · Rating: 800 · first AC: 2016-05-29 · GNU C++ (first AC) · Tags: implementation

[Klung's solution](#)

26.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Klung's solution](#)

27.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2014-10-20 · GNU C++ (first AC) · Tags: brute force, math

[Klung's solution](#)

28.

469A

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

Quality: 121,224 global accepts · Rating: 800 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Klung's solution](#)

29.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: implementation

[Klung's solution](#)

30.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Klung's solution](#)

31.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Klung's solution](#)

32.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[Klungs's solution](#)

33.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Klungs's solution](#)

34.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

35.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[Klungs's solution](#)

36.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[Klungs's solution](#)

37.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: implementation, math

[Klungs's solution](#)

38.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, math, strings

[Klungs's solution](#)

39.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,712 global accepts · Rating: 900 · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: implementation

[Klungs's solution](#)

40.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Klungs's solution](#)

41.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation

[Klungs's solution](#)

42.

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Klungs's solution](#)

43.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

44.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[Klung's solution](#)

45.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[Klung's solution](#)

46.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[Klung's solution](#)

47.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[Klung's solution](#)

48.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

49.

725A

[Jumping Ball](#) · [Tutorial](#)

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

[Klung's solution](#)

50.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: dp, greedy

[Klung's solution](#)

51.

724A

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

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[Klung's solution](#)

52.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Klung's solution](#)

53.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2014-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Klung's solution](#)

54.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Klung's solution](#)

55.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Klung's solution](#)

56.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Klung's solution](#)

57.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Klung's solution](#)

58.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Klung's solution](#)

59.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

60.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Klung's solution](#)

61.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

62.

467B

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

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Klung's solution](#)

63.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Klung's solution](#)

64.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Klung's solution](#)

65.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: greedy, implementation, strings
[Klung's solution](#)

66.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, implementation
[Klung's solution](#)

67.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings
[Klung's solution](#)

68.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation
[Klung's solution](#)

69.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, math
[Klung's solution](#)

70.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: sortings
[Klung's solution](#)

71.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[Klung's solution](#)

72.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-30 · GNU C++ (first AC) · Tags: greedy, hashing, strings
[Klung's solution](#)

73.

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Klung's solution](#)

74.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Klung's solution](#)

75.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Klung's solution](#)

76.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[Klung's solution](#)

77.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[Klung's solution](#)

78.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Klung's solution](#)

79.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Klung's solution](#)

80.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

81.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Klung's solution](#)

82.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[Klung's solution](#)

83.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[Klung's solution](#)

84.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[Klung's solution](#)

85.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[Klung's solution](#)

86.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Klung's solution](#)

87.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Klung's solution](#)

88.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: math

[Klung's solution](#)

89.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Klung's solution](#)

90.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms

[Klung's solution](#)

91.

725B

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

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

[Klung's solution](#)

92.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Klung's solution](#)

93.

722B

[Verse Pattern](#) · [Tutorial](#)

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

[Klung's solution](#)

94.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[Klung's solution](#)

95.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: math, number theory

[Klung's solution](#)

96.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: greedy, math

[Klung's solution](#)

97.

591B

[Rebranding](#) · [Tutorial](#)

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

[Klung's solution](#)

98.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: brute force, greedy, strings

[Klung's solution](#)

99.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,566 global accepts · Rating: 1200 · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: binary search, implementation

[Klung's solution](#)

100.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: greedy, sortings

[Klung's solution](#)

101.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-05 · GNU C++ (first AC) · Tags: brute force, implementation

[Klung's solution](#)

102.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[Klung's solution](#)

103.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: brute force, implementation

[Klung's solution](#)

104.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Klung's solution](#)

105.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[Klung's solution](#)

106.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[Klung's solution](#)

107.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Klung's solution](#)

108.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Klung's solution](#)

109.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[Klungs's solution](#)

110.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Klungs's solution](#)

111.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Klungs's solution](#)

112.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Klungs's solution](#)

113.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation

[Klungs's solution](#)

114.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: brute force, implementation

[Klungs's solution](#)

115.

722A

[Broken Clock](#) · [Tutorial](#)

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

[Klungs's solution](#)

116.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[Klungs's solution](#)

117.

371B

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

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: math, number theory

[Klungs's solution](#)

118.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-16 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[Klungs's solution](#)

119.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: implementation

[Klungs's solution](#)

120.

437A

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

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2014-06-16 · GNU C++ (first AC) · Tags: implementation

[Klung's solution](#)

121.

1919C

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Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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122.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Klung's solution](#)

123.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Klung's solution](#)

124.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Klung's solution](#)

125.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Klung's solution](#)

126.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[Klung's solution](#)

127.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Klung's solution](#)

128.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs

[Klung's solution](#)

129.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[Klung's solution](#)

130.

714C

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

Rating: 1400 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: data structures, implementation

[Klung's solution](#)

131.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: dp

[Klung's solution](#)

132.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-22 · GNU C++ (first AC) · Tags: data structures, geometry, math

[Klung's solution](#)

133.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: dp, greedy, math

[Klung's solution](#)

134.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, strings

[Klung's solution](#)

135.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Klung's solution](#)

136.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Klung's solution](#)

137.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[Klung's solution](#)

138.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Klung's solution](#)

139.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Klung's solution](#)

140.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[Klung's solution](#)

141.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Klung's solution](#)

142.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[Klung's solution](#)

143.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Klung's solution](#)

144.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[Klung's solution](#)

145.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Klung's solution](#)

146.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[Klung's solution](#)

147.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Klung's solution](#)

148.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Klung's solution](#)

149.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Klung's solution](#)

150.

553A

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

Quality: 9,834 global accepts · Rating: 1500 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Klung's solution](#)

151.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2017-01-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Klung's solution](#)

152.

576A

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

Quality: 15,932 global accepts · Rating: 1500 · first AC: 2016-11-15 · GNU C++ (first AC) · Tags: math, number theory

[Klung's solution](#)

153.

724B

[Batch Sort](#) · [Tutorial](#)

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

[Klung's solution](#)

154.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: dp

[Klung's solution](#)

155.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: implementation, math

[Klung's solution](#)

156.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[Klung's solution](#)

157.

676B

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

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: implementation, math

[Klung's solution](#)

158.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[Klung's solution](#)

159.

554C

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

Rating: 1500 · first AC: 2015-06-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Klung's solution](#)

160.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2015-04-27 · GNU C++ (first AC) · Tags: greedy

[Klung's solution](#)

161.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Klung's solution](#)

162.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: brute force, sortings

[Klung's solution](#)

163.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Klungs's solution](#)

164.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[Klungs's solution](#)

165.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[Klungs's solution](#)

166.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Klungs's solution](#)

167.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Klungs's solution](#)

168.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Klungs's solution](#)

169.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[Klungs's solution](#)

170.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[Klungs's solution](#)

171.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[Klungs's solution](#)

172.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Klungs's solution](#)

173.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[Klungs's solution](#)

174.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Klungs's solution](#)

175.

979C

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

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

[Klungs's solution](#)

176.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Klungs's solution](#)

177.

939C

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

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Klungs's solution](#)

178.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Klungs's solution](#)

179.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Klungs's solution](#)

180.

763A

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

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

[Klungs's solution](#)

181.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: data structures, dsu

[Klungs's solution](#)

182.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: binary search, brute force

[Klungs's solution](#)

183.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[Klungs's solution](#)

184.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: sortings

[Klungs's solution](#)

185.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-14 · GNU C++ (first AC) · Tags: math

[Klungs's solution](#)

186.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-30 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Klungs's solution](#)

187.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Klungs's solution](#)

188.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-20 · GNU C++ (first AC) · Tags: math, number theory

[Klungs's solution](#)

189.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Klungs's solution](#)

190.

372A

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

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2014-07-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Klungs's solution](#)

191.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Klungs's solution](#)

192.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: dfs and similar

[Klungs's solution](#)

193.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: dp, implementation, trees

[Klungs's solution](#)

194.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Klungs's solution](#)

195.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Klungs's solution](#)

196.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Klung's solution](#)

197.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · Python 3 (first AC) · Tags: constructive algorithms

[Klung's solution](#)

198.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[Klung's solution](#)

199.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Klung's solution](#)

200.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Klung's solution](#)

201.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[Klung's solution](#)

202.

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Klung's solution](#)

203.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-20 · last AC: 2017-07-25 · GNU C++ (first AC) · Tags: dp, implementation

[Klung's solution](#)

204.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: geometry, math

[Klung's solution](#)

205.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, math

[Klung's solution](#)

206.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-23 · GNU C++ (first AC) · Tags: constructive algorithms

[Klung's solution](#)

207.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Klung's solution](#)

208.

719C

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

Rating: 1700 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dp, implementation, math

[Klung's solution](#)

209.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Klung's solution](#)

210.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Klung's solution](#)

211.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2014-09-15 · last AC: 2015-09-14 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Klung's solution](#)

212.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: dp

[Klung's solution](#)

213.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-09 · GNU C++ (first AC) · Tags: implementation, math

[Klung's solution](#)

214.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-11 · GNU C++ (first AC) · Tags: dp

[Klung's solution](#)

215.

1450D

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

Quality: 5,806 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

[Klung's solution](#)

216.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Klung's solution](#)

217.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Klung's solution](#)

218.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Klung's solution](#)

219.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Klung's solution](#)

220.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Klung's solution](#)

221.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[Klung's solution](#)

222.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[Klung's solution](#)

223.

1090D

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331.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Klung's solution](#)

332.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Klung's solution](#)

333.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dp,

implementation, strings

[Klung's solution](#)

334.

714D

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

Quality: 2200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: binary search, interactive

[Klung's solution](#)

335.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[Klung's solution](#)

336.

680D

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

Quality: 2200 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Klung's solution](#)

337.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Klung's solution](#)

338.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Klung's solution](#)

339.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[Klung's solution](#)

340.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[Klung's solution](#)

341.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Klung's solution](#)

342.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Klung's solution](#)

343.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Klung's solution](#)

344.

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[Klung's solution](#)

345.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Klung's solution](#)

346.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2016-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[Klung's solution](#)

347.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Klung's solution](#)

348.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Klung's solution](#)

349.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Klung's solution](#)

350.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Klung's solution](#)

351.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[Klung's solution](#)

352.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[Klung's solution](#)

353.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Klung's solution](#)

354.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Klungs's solution](#)

355.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Klungs's solution](#)

356.

680E

[Bear and Square Grid](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

357.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-27 · GNU C++11 (first AC) · Tags: math

[Klungs's solution](#)

358.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Klungs's solution](#)

359.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: implementation

[Klungs's solution](#)

360.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: interactive

[Klungs's solution](#)

361.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: trees

[Klungs's solution](#)

362.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Klungs's solution](#)

363.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Klungs's solution](#)

364.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Klungs's solution](#)

365.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Klung's solution](#)

366.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-15 · last AC: 2018-11-21 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[Klung's solution](#)

367.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Klung's solution](#)

368.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Klung's solution](#)

369.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees

[Klung's solution](#)

370.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: dp, flows, greedy

[Klung's solution](#)

371.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2026-03-02 · last AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Klung's solution](#)

372.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Klung's solution](#)

373.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Klung's solution](#)

374.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Klung's solution](#)

375.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Klung's solution](#)

376.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-26 · last AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

377.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

378.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

379.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

380.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

381.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

382.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

383.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

384.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

385.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

386.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

387.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

388.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · last AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

389.

101617E

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

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

390.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

391.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

392.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

393.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

394.

101617I

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

Rating: — · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

395.

101438A

[Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

396.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

397.

101156M

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

398.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · Java 8 (first AC) · Tags: —

[Klungs's solution](#)

399.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

400.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

401.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

402.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

403.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

404.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

405.

101156E

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

Rating: — · first AC: 2016-11-09 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

406.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

407.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

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

[Klungs's solution](#)

408.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

409.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

410.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

411.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Klungs's solution](#)

412.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

413.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

414.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

415.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

416.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

417.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

418.

101095P

[Rectangular Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

419.

101095B

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

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

420.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

421.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

422.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Klungs's solution](#)

423.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

424.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

425.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)

426.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-05 · GNU C++ (first AC) · Tags: —

[Klungs's solution](#)