

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

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# Unique solved — LHiC

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

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

Filters: none

Count: 1,455

1.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,846 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)  
[LHiC's solution](#)

2.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)  
[LHiC's solution](#)

3.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[LHiC's solution](#)

4.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,990 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)  
[LHiC's solution](#)

5.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)  
[LHiC's solution](#)

6.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)  
[LHiC's solution](#)

7.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)  
[LHiC's solution](#)

8.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)  
[LHiC's solution](#)

9.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)  
[LHiC's solution](#)

**10.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[LHiC's solution](#)

**11.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[LHiC's solution](#)

**12.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[LHiC's solution](#)

**13.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,801 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[LHiC's solution](#)

**14.**

1091A

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

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

**15.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[LHiC's solution](#)

**16.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[LHiC's solution](#)

**17.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[LHiC's solution](#)

**18.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[LHiC's solution](#)

**19.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[LHiC's solution](#)

**20.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[LHiC's solution](#)

**21.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**22.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**23.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,157 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[LHiC's solution](#)

**24.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**25.**

888A

[Local Extrema](#) · [Tutorial](#)

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

[LHiC's solution](#)

**26.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 800 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**27.**

855A

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

Quality: 27,334 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**28.**

859A

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

Quality: 8,618 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**29.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**30.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,772 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**31.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[LHiC's solution](#)

**32.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**33.**

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[LHiC's solution](#)

**34.**

750A

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

Quality: 92,545 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[LHiC's solution](#)

**35.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,007 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[LHiC's solution](#)

**36.**

678A

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

Quality: 15,162 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**37.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**38.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**39.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LHiC's solution](#)

**40.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**41.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: \*special, implementation

[LHiC's solution](#)

**42.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**43.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LHiC's solution](#)

**44.**

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

[LHiC's solution](#)

**45.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[LHiC's solution](#)

**46.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LHiC's solution](#)

**47.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**48.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**49.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**50.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**51.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**52.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**53.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**54.**

765A

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

Quality: 9,559 global accepts · Rating: 900 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**55.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**56.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[LHiC's solution](#)

**57.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[LHiC's solution](#)

**58.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**59.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,828 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**60.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: math

[LHiC's solution](#)

**61.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**62.**

549A

[Face Detection](#) · [Tutorial](#)

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

[LHiC's solution](#)

**63.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,356 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++0x (first AC) · Tags: greedy, sortings

[LHiC's solution](#)

**64.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++0x (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**65.**

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation

[LHiC's solution](#)

**66.**

313A

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

Quality: 65,031 global accepts · Rating: 900 · first AC: 2013-05-30 · FPC (first AC) · Tags: implementation, number theory

[LHiC's solution](#)

**67.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[LHiC's solution](#)

**68.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LHiC's solution](#)

**69.**

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

[LHiC's solution](#)

**70.**

1237A

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

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

[LHiC's solution](#)

**71.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**72.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[LHiC's solution](#)

**73.**

893B

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

Quality: 12,663 global accepts · Rating: 1000 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**74.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LHiC's solution](#)

**75.**

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LHiC's solution](#)

**76.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: greedy

[LHiC's solution](#)

**77.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**78.**

859B

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

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

[LHiC's solution](#)

**79.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LHiC's solution](#)

**80.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**81.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**82.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**83.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,807 global accepts · Rating: 1000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: sortings

[LHiC's solution](#)

**84.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**85.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: implementation

[LHiC's solution](#)

**86.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**87.**

644A

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

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

[LHiC's solution](#)

**88.**

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

[LHiC's solution](#)

**89.**

628A

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

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

[LHiC's solution](#)

**90.**

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

[LHiC's solution](#)

**91.**

622A

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

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

[LHiC's solution](#)

**92.**

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**93.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy

[LHiC's solution](#)

**94.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**95.**

500A

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

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[LHiC's solution](#)

**96.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**97.**

419A

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**98.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,260 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[LHiC's solution](#)

**99.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LHiC's solution](#)

**100.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LHiC's solution](#)

**101.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**102.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**103.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**104.**

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LHiC's solution](#)

**105.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LHiC's solution](#)

**106.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**107.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**108.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**109.**

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[LHiC's solution](#)

**110.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**111.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**112.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[LHiC's solution](#)

**113.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[LHiC's solution](#)

**114.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[LHiC's solution](#)

**115.**

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

[LHiC's solution](#)

**116.**

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

[LHiC's solution](#)

**117.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**118.**

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

[LHiC's solution](#)

**119.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,495 global accepts · Rating: 1100 · first AC: 2013-05-30 · FPC (first AC) · Tags: dp, implementation

[LHiC's solution](#)

**120.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[LHiC's solution](#)

**121.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**122.**

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[LHiC's solution](#)

**123.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**124.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LHiC's solution](#)

**125.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LHiC's solution](#)

**126.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[LHiC's solution](#)

**127.**

1091B

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

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

[LHiC's solution](#)

**128.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**129.**

1028B

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

Quality: 10,240 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**130.**

928A

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

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

[LHiC's solution](#)

**131.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,612 global accepts · Rating: 1200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: greedy

[LHiC's solution](#)

**132.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**133.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[LHiC's solution](#)

**134.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[LHiC's solution](#)

**135.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**136.**

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: math

[LHiC's solution](#)

**137.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, greedy, two pointers

[LHiC's solution](#)

**138.**

776B

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

Quality: 25,724 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[LHiC's solution](#)

**139.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**140.**

722B

[Verse Pattern](#) · [Tutorial](#)

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

[LHiC's solution](#)

**141.**

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[LHiC's solution](#)

**142.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LHiC's solution](#)

**143.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[LHiC's solution](#)

**144.**

639A

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

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

[LHiC's solution](#)

**145.**

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[LHiC's solution](#)

**146.**

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[LHiC's solution](#)

**147.**

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

[LHiC's solution](#)

**148.**

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**149.**

612B

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

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**150.**

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

[LHiC's solution](#)

**151.**

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: implementation

[LHiC's solution](#)

**152.**

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++0x (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**153.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**154.**

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[LHiC's solution](#)

**155.**

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-06-07 · FPC (first AC) · Tags: implementation

[LHiC's solution](#)

**156.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LHiC's solution](#)

**157.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LHiC's solution](#)

**158.**

1563A

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[LHiC's solution](#)

**159.**

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

[LHiC's solution](#)

**160.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,771 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[LHiC's solution](#)

**161.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LHiC's solution](#)

**162.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[LHiC's solution](#)

**163.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[LHiC's solution](#)

**164.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[LHiC's solution](#)

**165.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**166.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[LHiC's solution](#)

**167.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**168.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LHiC's solution](#)

**169.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[LHiC's solution](#)

**170.**

871A

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

Rating: 1300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[LHiC's solution](#)

**171.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[LHiC's solution](#)

**172.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LHiC's solution](#)

**173.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**174.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

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

[LHiC's solution](#)

**175.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[LHiC's solution](#)

**176.**

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[LHiC's solution](#)

**177.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**178.**

889A

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[LHiC's solution](#)

**179.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**180.**

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

[LHiC's solution](#)

**181.**

792B

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

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

[LHiC's solution](#)

**182.**

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[LHiC's solution](#)

**183.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[LHiC's solution](#)

**184.**

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

[LHiC's solution](#)

**185.**

653B

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

Quality: 5,333 global accepts · Rating: 1300 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[LHiC's solution](#)

**186.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 1300 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[LHiC's solution](#)

**187.**

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

[LHiC's solution](#)

**188.**

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: greedy, strings

[LHiC's solution](#)

**189.**

628B

[New Skateboard](#) · [Tutorial](#)

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

[LHiC's solution](#)

**190.**

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

[LHiC's solution](#)

**191.**

612A

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

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**192.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,158 global accepts · Rating: 1300 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[LHiC's solution](#)

**193.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**194.**

611B

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

Quality: 11,063 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[LHiC's solution](#)

**195.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[LHiC's solution](#)

**196.**

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  
[LHiC's solution](#)

**197.**

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  
[LHiC's solution](#)

**198.**

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: implementation  
[LHiC's solution](#)

**199.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[LHiC's solution](#)

**200.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[LHiC's solution](#)

**201.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[LHiC's solution](#)

**202.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[LHiC's solution](#)

**203.**

1091C

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

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

**204.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[LHiC's solution](#)

**205.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[LHiC's solution](#)

**206.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[LHiC's solution](#)

**207.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LHiC's solution](#)

**208.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, dp

[LHiC's solution](#)

**209.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[LHiC's solution](#)

**210.**

888C

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

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[LHiC's solution](#)

**211.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[LHiC's solution](#)

**212.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[LHiC's solution](#)

**213.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**214.**

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[LHiC's solution](#)

**215.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**216.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, two

pointers

[LHiC's solution](#)

**217.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**218.**

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, sortings

[LHiC's solution](#)

**219.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,424 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LHiC's solution](#)

**220.**

713A

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

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

[LHiC's solution](#)

**221.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: brute force

[LHiC's solution](#)

**222.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,264 global accepts · Rating: 1400 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: implementation, math

[LHiC's solution](#)

**223.**

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[LHiC's solution](#)

**224.**

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

[LHiC's solution](#)

**225.**

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

[LHiC's solution](#)

**226.**

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[LHiC's solution](#)

**227.**

612C

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

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math  
[LHiC's solution](#)

**228.**

315A

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

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: brute force  
[LHiC's solution](#)

**229.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-27 · last AC: 2015-05-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation  
[LHiC's solution](#)

**230.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[LHiC's solution](#)

**231.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation  
[LHiC's solution](#)

**232.**

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  
[LHiC's solution](#)

**233.**

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math  
[LHiC's solution](#)

**234.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force  
[LHiC's solution](#)

**235.**

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math  
[LHiC's solution](#)

**236.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: greedy, math  
[LHiC's solution](#)

**237.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation  
[LHiC's solution](#)

**238.**

379C

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

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

[LHiC's solution](#)

**239.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2013-05-30 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LHiC's solution](#)

**240.**

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

[LHiC's solution](#)

**241.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LHiC's solution](#)

**242.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LHiC's solution](#)

**243.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LHiC's solution](#)

**244.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LHiC's solution](#)

**245.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**246.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LHiC's solution](#)

**247.**

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**248.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**249.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**250.**

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LHiC's solution](#)

**251.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**252.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[LHiC's solution](#)

**253.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LHiC's solution](#)

**254.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 1500 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[LHiC's solution](#)

**255.**

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[LHiC's solution](#)

**256.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[LHiC's solution](#)

**257.**

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LHiC's solution](#)

**258.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,275 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[LHiC's solution](#)

**259.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math

[LHiC's solution](#)

**260.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**261.**

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[LHiC's solution](#)

**262.**

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[LHiC's solution](#)

**263.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[LHiC's solution](#)

**264.**

859C

[Pie Rules](#) · [Tutorial](#)

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

[LHiC's solution](#)

**265.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**266.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[LHiC's solution](#)

**267.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[LHiC's solution](#)

**268.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[LHiC's solution](#)

**269.**

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[LHiC's solution](#)

**270.**

771A

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

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[LHiC's solution](#)

**271.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[LHiC's solution](#)

**272.**

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[LHiC's solution](#)

**273.**

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  
[LHiC's solution](#)

**274.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[LHiC's solution](#)

**275.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[LHiC's solution](#)

**276.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math  
[LHiC's solution](#)

**277.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: implementation  
[LHiC's solution](#)

**278.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy  
[LHiC's solution](#)

**279.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: implementation, math  
[LHiC's solution](#)

**280.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[LHiC's solution](#)

**281.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[LHiC's solution](#)

**282.**

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

[LHiC's solution](#)

**283.**

555A

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

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

[LHiC's solution](#)

**284.**

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LHiC's solution](#)

**285.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: binary search, data structures, implementation

[LHiC's solution](#)

**286.**

528A

[Glass Carving](#) · [Tutorial](#)

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

[LHiC's solution](#)

**287.**

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: greedy

[LHiC's solution](#)

**288.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[LHiC's solution](#)

**289.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[LHiC's solution](#)

**290.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**291.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[LHiC's solution](#)

**292.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[LHiC's solution](#)

**293.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LHiC's solution](#)

**294.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[LHiC's solution](#)

**295.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LHiC's solution](#)

**296.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**297.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[LHiC's solution](#)

**298.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[LHiC's solution](#)

**299.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[LHiC's solution](#)

**300.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,051 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[LHiC's solution](#)

**301.**

951A

[Plasticine zebra](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**302.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[LHiC's solution](#)

**303.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[LHiC's solution](#)

**304.**

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[LHiC's solution](#)

**305.**

845B

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

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LHiC's solution](#)

**306.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[LHiC's solution](#)

**307.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[LHiC's solution](#)

**308.**

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[LHiC's solution](#)

**309.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**310.**

924B

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

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

[LHiC's solution](#)

**311.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LHiC's solution](#)

**312.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings  
[LHiC's solution](#)

**313.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[LHiC's solution](#)

**314.**

888D

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

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[LHiC's solution](#)

**315.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy  
[LHiC's solution](#)

**316.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures  
[LHiC's solution](#)

**317.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu  
[LHiC's solution](#)

**318.**

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: dfs and similar, math  
[LHiC's solution](#)

**319.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation  
[LHiC's solution](#)

**320.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation  
[LHiC's solution](#)

**321.**

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: brute force, implementation  
[LHiC's solution](#)

**322.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[LHiC's solution](#)

**323.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[LHiC's solution](#)

**324.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[LHiC's solution](#)

**325.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[LHiC's solution](#)

**326.**

763A

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

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

[LHiC's solution](#)

**327.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**328.**

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**329.**

736A

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

Rating: 1600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[LHiC's solution](#)

**330.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[LHiC's solution](#)

**331.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[LHiC's solution](#)

**332.**

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

[LHiC's solution](#)

**333.**

715A

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

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

[LHiC's solution](#)

**334.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[LHiC's solution](#)

**335.**

665A

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

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: implementation  
[LHiC's solution](#)

**336.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: implementation, strings  
[LHiC's solution](#)

**337.**

678C

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

Quality: 11,045 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[LHiC's solution](#)

**338.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation  
[LHiC's solution](#)

**339.**

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  
[LHiC's solution](#)

**340.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers  
[LHiC's solution](#)

**341.**

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  
[LHiC's solution](#)

**342.**

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[LHiC's solution](#)

**343.**

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  
[LHiC's solution](#)

**344.**

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  
[LHiC's solution](#)

**345.**

618C

[Constellation](#) · [Tutorial](#)

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

[LHiC's solution](#)

**346.**

616D

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

Quality: 12,374 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[LHiC's solution](#)

**347.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar

[LHiC's solution](#)

**348.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**349.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**350.**

605A

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

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

[LHiC's solution](#)

**351.**

603A

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

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: dp, greedy, math

[LHiC's solution](#)

**352.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[LHiC's solution](#)

**353.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[LHiC's solution](#)

**354.**

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

[LHiC's solution](#)

**355.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[LHiC's solution](#)

**356.**

524A

[A\\$>Ct=CãCÔ>, 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

[LHiC's solution](#)

**357.**

512A

[Fox And Names](#) · [Tutorial](#)

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

[LHiC's solution](#)

**358.**

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

[LHiC's solution](#)

**359.**

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

[LHiC's solution](#)

**360.**

429B

[Working out](#) · [Tutorial](#)

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

[LHiC's solution](#)

**361.**

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++0x (first AC) · Tags: implementation

[LHiC's solution](#)

**362.**

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

[LHiC's solution](#)

**363.**

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

[LHiC's solution](#)

**364.**

373C

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

Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[LHiC's solution](#)

**365.**

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, implementation, math

[LHiC's solution](#)

**366.**

315C

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

Rating: 1600 · first AC: 2013-06-07 · FPC (first AC) · Tags: dp, greedy, implementation

[LHiC's solution](#)

**367.**

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LHiC's solution](#)

**368.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**369.**

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

[LHiC's solution](#)

**370.**

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[LHiC's solution](#)

**371.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[LHiC's solution](#)

**372.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LHiC's solution](#)

**373.**

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LHiC's solution](#)

**374.**

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LHiC's solution](#)

**375.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[LHiC's solution](#)

**376.**

1044A

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

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[LHiC's solution](#)

**377.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[LHiC's solution](#)

**378.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[LHiC's solution](#)

**379.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**380.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[LHiC's solution](#)

**381.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LHiC's solution](#)

**382.**

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[LHiC's solution](#)

**383.**

924C

[Riverside Curio](#) · [Tutorial](#)

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

[LHiC's solution](#)

**384.**

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LHiC's solution](#)

**385.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[LHiC's solution](#)

**386.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**387.**

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, implementation, math

[LHiC's solution](#)

**388.**

850A

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

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: brute force, geometry, math  
[LHiC's solution](#)

**389.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory  
[LHiC's solution](#)

**390.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[LHiC's solution](#)

**391.**

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math  
[LHiC's solution](#)

**392.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: binary search, greedy, strings  
[LHiC's solution](#)

**393.**

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math  
[LHiC's solution](#)

**394.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[LHiC's solution](#)

**395.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths  
[LHiC's solution](#)

**396.**

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar  
[LHiC's solution](#)

**397.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[LHiC's solution](#)

**398.**

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LHiC's solution](#)

**399.**

737A

[Road to Cinema](#) · [Tutorial](#)

Quality: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[LHiC's solution](#)

**400.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[LHiC's solution](#)

**401.**

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[LHiC's solution](#)

**402.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**403.**

644B

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

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

[LHiC's solution](#)

**404.**

632C

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

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[LHiC's solution](#)

**405.**

627B

[Factory Repairs](#) · [Tutorial](#)

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

[LHiC's solution](#)

**406.**

627A

[XOR Equation](#) · [Tutorial](#)

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

[LHiC's solution](#)

**407.**

622C

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

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

[LHiC's solution](#)

**408.**

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[LHiC's solution](#)

**409.**

605B

[Lazy Student](#) · [Tutorial](#)

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

graphs

[LHiC's solution](#)

**410.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[LHiC's solution](#)

**411.**

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

[LHiC's solution](#)

**412.**

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

[LHiC's solution](#)

**413.**

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[LHiC's solution](#)

**414.**

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**415.**

524B

[BD>D\\$> CÔO CÔOCÄOD\\$! 2 \(round version\)](#) · [Tutorial](#)

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

[LHiC's solution](#)

**416.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[LHiC's solution](#)

**417.**

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

[LHiC's solution](#)

**418.**

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++0x (first AC) · Tags: \*special, implementation

[LHiC's solution](#)

**419.**

361C

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

Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy

[LHiC's solution](#)

**420.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[LHiC's solution](#)

**421.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[LHiC's solution](#)

**422.**

1441A

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

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[LHiC's solution](#)

**423.**

1326D2

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

Quality: 11,754 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

[LHiC's solution](#)

**424.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LHiC's solution](#)

**425.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LHiC's solution](#)

**426.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[LHiC's solution](#)

**427.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[LHiC's solution](#)

**428.**

1053A

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

Rating: 1800 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[LHiC's solution](#)

**429.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[LHiC's solution](#)

**430.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LHiC's solution](#)

**431.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[LHiC's solution](#)

**432.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[LHiC's solution](#)

**433.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[LHiC's solution](#)

**434.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[LHiC's solution](#)

**435.**

986B

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

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

[LHiC's solution](#)

**436.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**437.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[LHiC's solution](#)

**438.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[LHiC's solution](#)

**439.**

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[LHiC's solution](#)

**440.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: brute force, math

[LHiC's solution](#)

**441.**

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-

middle

[LHiC's solution](#)

**442.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LHiC's solution](#)

**443.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LHiC's solution](#)

**444.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**445.**

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: graphs, implementation

[LHiC's solution](#)

**446.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LHiC's solution](#)

**447.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**448.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**449.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[LHiC's solution](#)

**450.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[LHiC's solution](#)

**451.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy

[LHiC's solution](#)

**452.**

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**453.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[LHiC's solution](#)

**454.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[LHiC's solution](#)

**455.**

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[LHiC's solution](#)

**456.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[LHiC's solution](#)

**457.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[LHiC's solution](#)

**458.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[LHiC's solution](#)

**459.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[LHiC's solution](#)

**460.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[LHiC's solution](#)

**461.**

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

[LHiC's solution](#)

**462.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[LHiC's solution](#)

**463.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[LHiC's solution](#)

**464.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: data structures, sortings

[LHiC's solution](#)

**465.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1800 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[LHiC's solution](#)

**466.**

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,970 global accepts · Rating: 1800 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: implementation, strings

[LHiC's solution](#)

**467.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[LHiC's solution](#)

**468.**

666A

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

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

[LHiC's solution](#)

**469.**

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

[LHiC's solution](#)

**470.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[LHiC's solution](#)

**471.**

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

[LHiC's solution](#)

**472.**

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

[LHiC's solution](#)

**473.**

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[LHiC's solution](#)

**474.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1800 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[LHiC's solution](#)

**475.**

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[LHiC's solution](#)

**476.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[LHiC's solution](#)

**477.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[LHiC's solution](#)

**478.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[LHiC's solution](#)

**479.**

532E

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

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

[LHiC's solution](#)

**480.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[LHiC's solution](#)

**481.**

528B

[Clique Problem](#) · [Tutorial](#)

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

[LHiC's solution](#)

**482.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[LHiC's solution](#)

**483.**

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  
[LHiC's solution](#)

**484.**

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees  
[LHiC's solution](#)

**485.**

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees  
[LHiC's solution](#)

**486.**

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  
[LHiC's solution](#)

**487.**

419B

[Online Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: —  
[LHiC's solution](#)

**488.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings  
[LHiC's solution](#)

**489.**

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2014-03-16 · last AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory  
[LHiC's solution](#)

**490.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[LHiC's solution](#)

**491.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[LHiC's solution](#)

**492.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[LHiC's solution](#)

**493.**

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**494.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[LHiC's solution](#)

**495.**

1237C2

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

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

[LHiC's solution](#)

**496.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[LHiC's solution](#)

**497.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[LHiC's solution](#)

**498.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[LHiC's solution](#)

**499.**

1078A

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

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[LHiC's solution](#)

**500.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LHiC's solution](#)

**501.**

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

[LHiC's solution](#)

**502.**

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LHiC's solution](#)

**503.**

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**504.**

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[LHiC's solution](#)

**505.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**506.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LHiC's solution](#)

**507.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[LHiC's solution](#)

**508.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**509.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[LHiC's solution](#)

**510.**

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[LHiC's solution](#)

**511.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[LHiC's solution](#)

**512.**

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[LHiC's solution](#)

**513.**

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: \*special, strings, trees

[LHiC's solution](#)

**514.**

928C

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

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation

[LHiC's solution](#)

**515.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LHiC's solution](#)

**516.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**517.**

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LHiC's solution](#)

**518.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[LHiC's solution](#)

**519.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures

[LHiC's solution](#)

**520.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1900 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[LHiC's solution](#)

**521.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[LHiC's solution](#)

**522.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[LHiC's solution](#)

**523.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: binary search, greedy

[LHiC's solution](#)

**524.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[LHiC's solution](#)

**525.**

792D

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

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: bitmasks, trees  
[LHiC's solution](#)

**526.**

781B

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

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings  
[LHiC's solution](#)

**527.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings  
[LHiC's solution](#)

**528.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation  
[LHiC's solution](#)

**529.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive  
[LHiC's solution](#)

**530.**

739B

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

Quality: 5,119 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[LHiC's solution](#)

**531.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy  
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**532.**

724D

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**533.**

722D

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**534.**

717E

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**535.**

717D

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**536.**

708B

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**537.**

653C

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**538.**

687C

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**539.**

702D

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**540.**

691E

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685B

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**542.**

660D

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**543.**

633C

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**544.**

622D

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**545.**

613B

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sortings, two pointers

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**546.**

613A

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**547.**

607B

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**548.**

120J

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**549.**

582B

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**550.**

553B

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[LHiC's solution](#)

**551.**

549D

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**552.**

547B

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**553.**

536B

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**554.**

536A

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524C

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**556.**

512B

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500D

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497B

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452D

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**560.**

419C

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**561.**

412E

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**562.**

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**563.**

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**564.**

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1060E

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237E

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**616.**

532B

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**617.**

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**619.**

516B

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359D

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513C

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[Down or Right](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[LHiC's solution](#)

**638.**

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[LHiC's solution](#)

**639.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[LHiC's solution](#)

**640.**

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry  
[LHiC's solution](#)

**641.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[LHiC's solution](#)

**642.**

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, sortings  
[LHiC's solution](#)

**643.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees  
[LHiC's solution](#)

**644.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, probabilities, trees  
[LHiC's solution](#)

**645.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs  
[LHiC's solution](#)

**646.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: binary search, implementation, math  
[LHiC's solution](#)

**647.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: dp, math  
[LHiC's solution](#)

**648.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search  
[LHiC's solution](#)

**649.**

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · GNU C++11 (first AC) · Tags: data structures, strings  
[LHiC's solution](#)

**650.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle  
[LHiC's solution](#)

**651.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar  
[LHiC's solution](#)

**652.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths  
[LHiC's solution](#)

**653.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs  
[LHiC's solution](#)

**654.**

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[LHiC's solution](#)

**655.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees  
[LHiC's solution](#)

**656.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory  
[LHiC's solution](#)

**657.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games  
[LHiC's solution](#)

**658.**

763B

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

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry  
[LHiC's solution](#)

**659.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers  
[LHiC's solution](#)

**660.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs  
[LHiC's solution](#)

**661.**

665E

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

Quality: 4,423 global accepts · Rating: 2100 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[LHiC's solution](#)

**662.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[LHiC's solution](#)

**663.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LHiC's solution](#)

**664.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[LHiC's solution](#)

**665.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 2100 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[LHiC's solution](#)

**666.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, math

[LHiC's solution](#)

**667.**

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[LHiC's solution](#)

**668.**

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: flows, graphs, math

[LHiC's solution](#)

**669.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: dp

[LHiC's solution](#)

**670.**

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

[LHiC's solution](#)

**671.**

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

[LHiC's solution](#)

**672.**

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  
[LHiC's solution](#)

**673.**

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  
[LHiC's solution](#)

**674.**

543B

[Destroying Roads](#) · [Tutorial](#)

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

**675.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dp, greedy  
[LHiC's solution](#)

**676.**

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  
[LHiC's solution](#)

**677.**

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: greedy  
[LHiC's solution](#)

**678.**

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: flows, graph matchings, number theory  
[LHiC's solution](#)

**679.**

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[LHiC's solution](#)

**680.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2014-12-14 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers  
[LHiC's solution](#)

**681.**

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp  
[LHiC's solution](#)

**682.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: combinatorics, math, probabilities  
[LHiC's solution](#)

**683.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2014-06-11 · GNU C++0x (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[LHiC's solution](#)

**684.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[LHiC's solution](#)

**685.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[LHiC's solution](#)

**686.**

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[LHiC's solution](#)

**687.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[LHiC's solution](#)

**688.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**689.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[LHiC's solution](#)

**690.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[LHiC's solution](#)

**691.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[LHiC's solution](#)

**692.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LHiC's solution](#)

**693.**

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[LHiC's solution](#)

**694.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LHiC's solution](#)

**695.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2018-08-07 · last AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[LHiC's solution](#)

**696.**

860C

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

Rating: 2200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LHiC's solution](#)

**697.**

981E

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

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[LHiC's solution](#)

**698.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**699.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[LHiC's solution](#)

**700.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[LHiC's solution](#)

**701.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[LHiC's solution](#)

**702.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LHiC's solution](#)

**703.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LHiC's solution](#)

**704.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings  
[LHiC's solution](#)

**705.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2018-01-03 · Python 3 (first AC) · Tags: data structures, math  
[LHiC's solution](#)

**706.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation  
[LHiC's solution](#)

**707.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[LHiC's solution](#)

**708.**

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: flows  
[LHiC's solution](#)

**709.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy  
[LHiC's solution](#)

**710.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[LHiC's solution](#)

**711.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[LHiC's solution](#)

**712.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math  
[LHiC's solution](#)

**713.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: binary search, interactive  
[LHiC's solution](#)

**714.**

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[LHiC's solution](#)

## 715.

804C

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[LHiC's solution](#)

## 716.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[LHiC's solution](#)

## 717.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LHiC's solution](#)

## 718.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[LHiC's solution](#)

## 719.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

## 720.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LHiC's solution](#)

## 721.

713B

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

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

[LHiC's solution](#)

## 722.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[LHiC's solution](#)

## 723.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[LHiC's solution](#)

## 724.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[LHiC's solution](#)

**725.**

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy  
[LHiC's solution](#)

**726.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: hashing, implementation, math  
[LHiC's solution](#)

**727.**

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[LHiC's solution](#)

**728.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[LHiC's solution](#)

**729.**

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  
[LHiC's solution](#)

**730.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: dp  
[LHiC's solution](#)

**731.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees  
[LHiC's solution](#)

**732.**

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees  
[LHiC's solution](#)

**733.**

620D

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[LHiC's solution](#)

**734.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[LHiC's solution](#)

**735.**

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[LHiC's solution](#)

**736.**

603C

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: games, math

[LHiC's solution](#)

**737.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[LHiC's solution](#)

**738.**

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

[LHiC's solution](#)

**739.**

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

[LHiC's solution](#)

**740.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[LHiC's solution](#)

**741.**

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

[LHiC's solution](#)

**742.**

549C

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

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games

[LHiC's solution](#)

**743.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[LHiC's solution](#)

**744.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[LHiC's solution](#)

**745.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[LHiC's solution](#)

**746.**

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

[LHiC's solution](#)

**747.**

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**748.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,231 global accepts · Rating: 2200 · first AC: 2014-05-11 · last AC: 2014-05-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, geometry

[LHiC's solution](#)

**749.**

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: data structures, divide and conquer

[LHiC's solution](#)

**750.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[LHiC's solution](#)

**751.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[LHiC's solution](#)

**752.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[LHiC's solution](#)

**753.**

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

[LHiC's solution](#)

**754.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[LHiC's solution](#)

**755.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LHiC's solution](#)

**756.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**757.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[LHiC's solution](#)

**758.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[LHiC's solution](#)

**759.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 792 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[LHiC's solution](#)

**760.**

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[LHiC's solution](#)

**761.**

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[LHiC's solution](#)

**762.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[LHiC's solution](#)

**763.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings  
[LHiC's solution](#)

**764.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math  
[LHiC's solution](#)

**765.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[LHiC's solution](#)

**766.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: math, number theory  
[LHiC's solution](#)

**767.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[LHiC's solution](#)

**768.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[LHiC's solution](#)

**769.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[LHiC's solution](#)

**770.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy

[LHiC's solution](#)

**771.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, implementation

[LHiC's solution](#)

**772.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[LHiC's solution](#)

**773.**

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, trees

[LHiC's solution](#)

**774.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[LHiC's solution](#)

**775.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[LHiC's solution](#)

**776.**

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[LHiC's solution](#)

**777.**

808G

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

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: dp, strings

[LHiC's solution](#)

**778.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search  
[LHiC's solution](#)

**779.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2017-05-02 · GNU C++11 (first AC) · Tags: data structures  
[LHiC's solution](#)

**780.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings  
[LHiC's solution](#)

**781.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory  
[LHiC's solution](#)

**782.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[LHiC's solution](#)

**783.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[LHiC's solution](#)

**784.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities  
[LHiC's solution](#)

**785.**

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[LHiC's solution](#)

**786.**

715B

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

Quality: 3,433 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths  
[LHiC's solution](#)

**787.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings  
[LHiC's solution](#)

**788.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees  
[LHiC's solution](#)

**789.**

652E

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

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[LHiC's solution](#)

**790.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[LHiC's solution](#)

**791.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[LHiC's solution](#)

**792.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[LHiC's solution](#)

**793.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**794.**

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

[LHiC's solution](#)

**795.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LHiC's solution](#)

**796.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: geometry, sortings

[LHiC's solution](#)

**797.**

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

[LHiC's solution](#)

**798.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: games

[LHiC's solution](#)

**799.**

601C

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

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LHiC's solution](#)

**800.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: dp, fft

[LHiC's solution](#)

**801.**

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[LHiC's solution](#)

**802.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[LHiC's solution](#)

**803.**

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

[LHiC's solution](#)

**804.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LHiC's solution](#)

**805.**

543D

[Road Improvement](#) · [Tutorial](#)

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

[LHiC's solution](#)

**806.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · last AC: 2015-02-18 · GNU C++0x (first AC) · Tags: data structures

[LHiC's solution](#)

**807.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[LHiC's solution](#)

**808.**

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

[LHiC's solution](#)

**809.**

487C

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

Quality: 3,079 global accepts · Rating: 2300 · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[LHiC's solution](#)

**810.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[LHiC's solution](#)

**811.**

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[LHiC's solution](#)

**812.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[LHiC's solution](#)

**813.**

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

[LHiC's solution](#)

**814.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LHiC's solution](#)

**815.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[LHiC's solution](#)

**816.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[LHiC's solution](#)

**817.**

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[LHiC's solution](#)

**818.**

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[LHiC's solution](#)

**819.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[LHiC's solution](#)

**820.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[LHiC's solution](#)

**821.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[LHiC's solution](#)

**822.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs  
[LHiC's solution](#)

**823.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[LHiC's solution](#)

**824.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LHiC's solution](#)

**825.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory  
[LHiC's solution](#)

**826.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[LHiC's solution](#)

**827.**

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings  
[LHiC's solution](#)

**828.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[LHiC's solution](#)

**829.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory  
[LHiC's solution](#)

**830.**

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[LHiC's solution](#)

**831.**

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LHiC's solution](#)

**832.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[LHiC's solution](#)

**833.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LHiC's solution](#)

**834.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[LHiC's solution](#)

**835.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LHiC's solution](#)

**836.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dp, math

[LHiC's solution](#)

**837.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[LHiC's solution](#)

**838.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[LHiC's solution](#)

**839.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[LHiC's solution](#)

**840.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[LHiC's solution](#)

**841.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[LHiC's solution](#)

**842.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[LHiC's solution](#)

**843.**

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[LHiC's solution](#)

**844.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[LHiC's solution](#)

**845.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, dp, trees

[LHiC's solution](#)

**846.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing

[LHiC's solution](#)

**847.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LHiC's solution](#)

**848.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[LHiC's solution](#)

**849.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[LHiC's solution](#)

**850.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[LHiC's solution](#)

**851.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LHiC's solution](#)

**852.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[LHiC's solution](#)

**853.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[LHiC's solution](#)

**854.**

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[LHiC's solution](#)

**855.**

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[LHiC's solution](#)

**856.**

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[LHiC's solution](#)

**857.**

679C

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

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[LHiC's solution](#)

**858.**

643C

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

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

[LHiC's solution](#)

**859.**

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

[LHiC's solution](#)

**860.**

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[LHiC's solution](#)

**861.**

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · MS C++ (first AC) · Tags: data structures, greedy, sortings, two pointers

[LHiC's solution](#)

**862.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · last AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[LHiC's solution](#)

**863.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[LHiC's solution](#)

**864.**

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

[LHiC's solution](#)

**865.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · last AC: 2016-02-14 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[LHiC's solution](#)

**866.**

626F

[Group Projects](#) · [Tutorial](#)

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

[LHiC's solution](#)

**867.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[LHiC's solution](#)

**868.**

605C

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

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

[LHiC's solution](#)

**869.**

601D

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

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[LHiC's solution](#)

**870.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: flows, graphs

[LHiC's solution](#)

**871.**

582C

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

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

[LHiC's solution](#)

**872.**

542A

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

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-09 · GNU C++11 (first AC) · Tags: data structures, sortings

[LHiC's solution](#)

**873.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**874.**

526E

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

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

[LHiC's solution](#)

**875.**

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

[LHiC's solution](#)

**876.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[LHiC's solution](#)

**877.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[LHiC's solution](#)

**878.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[LHiC's solution](#)

**879.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[LHiC's solution](#)

**880.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[LHiC's solution](#)

**881.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[LHiC's solution](#)

**882.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LHiC's solution](#)

**883.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[LHiC's solution](#)

**884.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LHiC's solution](#)

**885.**

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

[LHiC's solution](#)

**886.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[LHiC's solution](#)

**887.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[LHiC's solution](#)

**888.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[LHiC's solution](#)

**889.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[LHiC's solution](#)

**890.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**891.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[LHiC's solution](#)

**892.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LHiC's solution](#)

**893.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[LHiC's solution](#)

**894.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[LHiC's solution](#)

**895.**

963D

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

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[LHiC's solution](#)

**896.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[LHiC's solution](#)

**897.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2018-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[LHiC's solution](#)

**898.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings  
[LHiC's solution](#)

**899.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[LHiC's solution](#)

**900.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math  
[LHiC's solution](#)

**901.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[LHiC's solution](#)

**902.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[LHiC's solution](#)

**903.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[LHiC's solution](#)

**904.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy  
[LHiC's solution](#)

**905.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-25 · last AC: 2018-03-25 · GNU C++11 (first AC) · Tags: —  
[LHiC's solution](#)

**906.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**907.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[LHiC's solution](#)

**908.**

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[LHiC's solution](#)

**909.**

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, games, implementation

[LHiC's solution](#)

**910.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**911.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: dp, graphs

[LHiC's solution](#)

**912.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: flows, graphs, greedy

[LHiC's solution](#)

**913.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dsu

[LHiC's solution](#)

**914.**

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 264 global accepts · Rating: 2500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**915.**

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp, math

[LHiC's solution](#)

**916.**

855D

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

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

[LHiC's solution](#)

**917.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: data structures, probabilities

[LHiC's solution](#)

**918.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LHiC's solution](#)

**919.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**920.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LHiC's solution](#)

**921.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[LHiC's solution](#)

**922.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[LHiC's solution](#)

**923.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[LHiC's solution](#)

**924.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LHiC's solution](#)

**925.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[LHiC's solution](#)

**926.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[LHiC's solution](#)

**927.**

710D

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

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**928.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[LHiC's solution](#)

**929.**

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: dp, trees

[LHiC's solution](#)

**930.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**931.**

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[LHiC's solution](#)

**932.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[LHiC's solution](#)

**933.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-08-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[LHiC's solution](#)

**934.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[LHiC's solution](#)

**935.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[LHiC's solution](#)

**936.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[LHiC's solution](#)

**937.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[LHiC's solution](#)

**938.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[LHiC's solution](#)

**939.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: divide and conquer, math

[LHiC's solution](#)

**940.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[LHiC's solution](#)

**941.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: flows, graphs

[LHiC's solution](#)

**942.**

618E

[Robot Arm](#) · [Tutorial](#)

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

[LHiC's solution](#)

**943.**

613C

[Necklace](#) · [Tutorial](#)

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

[LHiC's solution](#)

**944.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-01-09 · GNU C++11 (first AC) · Tags: hashing, strings

[LHiC's solution](#)

**945.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[LHiC's solution](#)

**946.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation

[LHiC's solution](#)

**947.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: data structures, number theory

[LHiC's solution](#)

**948.**

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-12-16 · MS C++ (first AC) · Tags: binary search, geometry

[LHiC's solution](#)

**949.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[LHiC's solution](#)

**950.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-11-22 · last AC: 2015-11-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[LHiC's solution](#)

**951.**

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

[LHiC's solution](#)

**952.**

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

[LHiC's solution](#)

**953.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LHiC's solution](#)

**954.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[LHiC's solution](#)

**955.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LHiC's solution](#)

**956.**

1563D

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[LHiC's solution](#)

**957.**

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[LHiC's solution](#)

**958.**

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

[LHiC's solution](#)

**959.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LHiC's solution](#)

**960.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[LHiC's solution](#)

**961.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

**962.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[LHiC's solution](#)

**963.**

1091F

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

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

[LHiC's solution](#)

**964.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[LHiC's solution](#)

**965.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**966.**

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**967.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[LHiC's solution](#)

**968.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LHiC's solution](#)

**969.**

951D

[Mobile Phone Network](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**970.**

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**971.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[LHiC's solution](#)

**972.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LHiC's solution](#)

**973.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[LHiC's solution](#)

**974.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-07-14 · GNU C++11 (first AC) · Tags: flows, graphs

[LHiC's solution](#)

**975.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: dp, flows

[LHiC's solution](#)

**976.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[LHiC's solution](#)

**977.**

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-04-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[LHiC's solution](#)

**978.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[LHiC's solution](#)

**979.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[LHiC's solution](#)

**980.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy

[LHiC's solution](#)

**981.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees  
[LHiC's solution](#)

**982.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures  
[LHiC's solution](#)

**983.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings  
[LHiC's solution](#)

**984.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[LHiC's solution](#)

**985.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[LHiC's solution](#)

**986.**

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  
[LHiC's solution](#)

**987.**

633F

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

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[LHiC's solution](#)

**988.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: math  
[LHiC's solution](#)

**989.**

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: data structures, trees  
[LHiC's solution](#)

**990.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: dp  
[LHiC's solution](#)

**991.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[LHiC's solution](#)

**992.**

541D

[Superhero's Job](#) · [Tutorial](#)

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

[LHiC's solution](#)

**993.**

541E

[Playing on Graph](#) · [Tutorial](#)

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

[LHiC's solution](#)

**994.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[LHiC's solution](#)

**995.**

528C

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

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

[LHiC's solution](#)

**996.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-11 · last AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp

[LHiC's solution](#)

**997.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[LHiC's solution](#)

**998.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LHiC's solution](#)

**999.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[LHiC's solution](#)

**1000.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[LHiC's solution](#)

**1001.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LHiC's solution](#)

**1002.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LHiC's solution](#)**1003.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[LHiC's solution](#)**1004.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[LHiC's solution](#)**1005.**

951E

[Disjoint Triangles](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[LHiC's solution](#)**1006.**

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: number theory, sortings

[LHiC's solution](#)**1007.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[LHiC's solution](#)**1008.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LHiC's solution](#)**1009.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LHiC's solution](#)**1010.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LHiC's solution](#)**1011.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: data structures, flows, graphs

[LHiC's solution](#)**1012.**

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2017-08-09 · PyPy 3 (first AC) · Tags: math, number theory

[LHiC's solution](#)

**1013.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy, math  
[LHiC's solution](#)

**1014.**

823D

[Rusty String](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings  
[LHiC's solution](#)

**1015.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths  
[LHiC's solution](#)

**1016.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[LHiC's solution](#)

**1017.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms  
[LHiC's solution](#)

**1018.**

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: data structures  
[LHiC's solution](#)

**1019.**

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures  
[LHiC's solution](#)

**1020.**

715C

[Digit Tree](#) · [Tutorial](#)

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

**1021.**

472F

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

Quality: 301 global accepts · Rating: 2700 · first AC: 2016-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, matrices  
[LHiC's solution](#)

**1022.**

643E

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

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees  
[LHiC's solution](#)

**1023.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: flows, graphs  
[LHiC's solution](#)

**1024.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[LHiC's solution](#)**1025.**

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[LHiC's solution](#)**1026.**

605E

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

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

[LHiC's solution](#)**1027.**

578D

[LCS Again](#) · [Tutorial](#)

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

[LHiC's solution](#)**1028.**

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-12 · last AC: 2015-09-12 · GNU C++11 (first AC) · Tags: dp, matrices

[LHiC's solution](#)**1029.**

524F

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

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-22 · last AC: 2015-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[LHiC's solution](#)**1030.**

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: flows

[LHiC's solution](#)**1031.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-11 · GNU C++0x (first AC) · Tags: dp

[LHiC's solution](#)**1032.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LHiC's solution](#)**1033.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[LHiC's solution](#)

**1034.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[LHiC's solution](#)

**1035.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LHiC's solution](#)

**1036.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[LHiC's solution](#)

**1037.**

1071D

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

Rating: 2800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[LHiC's solution](#)

**1038.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[LHiC's solution](#)

**1039.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[LHiC's solution](#)

**1040.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[LHiC's solution](#)

**1041.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[LHiC's solution](#)

**1042.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[LHiC's solution](#)

**1043.**

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2018-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees

[LHiC's solution](#)

**1044.**

859F

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

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy

[LHiC's solution](#)

### 1045.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[LHiC's solution](#)

### 1046.

823E

[Singer House](#) · [Tutorial](#)

Rating: 2800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[LHiC's solution](#)

### 1047.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[LHiC's solution](#)

### 1048.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[LHiC's solution](#)

### 1049.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

### 1050.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, math

[LHiC's solution](#)

### 1051.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[LHiC's solution](#)

### 1052.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, trees

[LHiC's solution](#)

### 1053.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[LHiC's solution](#)

### 1054.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: math, matrices

[LHiC's solution](#)

**1055.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[LHiC's solution](#)

**1056.**

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

[LHiC's solution](#)

**1057.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**1058.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**1059.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[LHiC's solution](#)

**1060.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, number theory

[LHiC's solution](#)

**1061.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2016-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[LHiC's solution](#)

**1062.**

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

[LHiC's solution](#)

**1063.**

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

[LHiC's solution](#)

**1064.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[LHiC's solution](#)

**1065.**

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

[LHiC's solution](#)**1066.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: graphs

[LHiC's solution](#)**1067.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dp

[LHiC's solution](#)**1068.**

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[LHiC's solution](#)**1069.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LHiC's solution](#)**1070.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2015-05-29 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[LHiC's solution](#)**1071.**

1310E

[Strange Function](#) · [Tutorial](#)

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

[LHiC's solution](#)**1072.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[LHiC's solution](#)**1073.**

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[LHiC's solution](#)**1074.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[LHiC's solution](#)**1075.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[LHiC's solution](#)

### 1076.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[LHiC's solution](#)

### 1077.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[LHiC's solution](#)

### 1078.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LHiC's solution](#)

### 1079.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees  
[LHiC's solution](#)

### 1080.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees  
[LHiC's solution](#)

### 1081.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[LHiC's solution](#)

### 1082.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, math  
[LHiC's solution](#)

### 1083.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: geometry  
[LHiC's solution](#)

### 1084.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[LHiC's solution](#)

### 1085.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, hashing, trees  
[LHiC's solution](#)

### 1086.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: number theory

[LHiC's solution](#)

**1087.**

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: number theory

[LHiC's solution](#)

**1088.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation

[LHiC's solution](#)

**1089.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LHiC's solution](#)

**1090.**

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[LHiC's solution](#)

**1091.**

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-04-05 · last AC: 2017-04-05 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[LHiC's solution](#)

**1092.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[LHiC's solution](#)

**1093.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[LHiC's solution](#)

**1094.**

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math

[LHiC's solution](#)

**1095.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: games, greedy

[LHiC's solution](#)

**1096.**

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[LHiC's solution](#)

**1097.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: flows

[LHiC's solution](#)

**1098.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[LHiC's solution](#)

**1099.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LHiC's solution](#)

**1100.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: flows, graph matchings

[LHiC's solution](#)

**1101.**

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities

[LHiC's solution](#)

**1102.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[LHiC's solution](#)

**1103.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LHiC's solution](#)

**1104.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[LHiC's solution](#)

**1105.**

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**1106.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: geometry

[LHiC's solution](#)

**1107.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: geometry, two pointers

[LHiC's solution](#)

**1108.**

603D

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

Quality: 361 global accepts · Rating: 2900 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: geometry, math

[LHiC's solution](#)

**1109.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: data structures

[LHiC's solution](#)

**1110.**

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LHiC's solution](#)

**1111.**

1441D

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

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1112.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[LHiC's solution](#)

**1113.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[LHiC's solution](#)

**1114.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[LHiC's solution](#)

**1115.**

1070M

[Algoland and Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3000 · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[LHiC's solution](#)

**1116.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[LHiC's solution](#)

**1117.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[LHiC's solution](#)

**1118.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**1119.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 3000 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[LHiC's solution](#)

**1120.**

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-25 · GNU C++11 (first AC) · Tags: flows, graphs

[LHiC's solution](#)

**1121.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[LHiC's solution](#)

**1122.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[LHiC's solution](#)

**1123.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[LHiC's solution](#)

**1124.**

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp, greedy

[LHiC's solution](#)

**1125.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[LHiC's solution](#)

**1126.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: data structures, strings

[LHiC's solution](#)

**1127.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, trees

[LHiC's solution](#)

**1128.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LHiC's solution](#)

**1129.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: —

[LHiC's solution](#)

### 1130.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[LHiC's solution](#)

### 1131.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2015-12-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[LHiC's solution](#)

### 1132.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[LHiC's solution](#)

### 1133.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-24 · GNU C++11 (first AC) · Tags: dp, sortings

[LHiC's solution](#)

### 1134.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[LHiC's solution](#)

### 1135.

532D

[Landmarks](#) · [Tutorial](#)

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

[LHiC's solution](#)

### 1136.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[LHiC's solution](#)

### 1137.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[LHiC's solution](#)

### 1138.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees

[LHiC's solution](#)

### 1139.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LHiC's solution](#)

**1140.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, probabilities  
[LHiC's solution](#)

**1141.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LHiC's solution](#)

**1142.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math  
[LHiC's solution](#)

**1143.**

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: fft, math  
[LHiC's solution](#)

**1144.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math  
[LHiC's solution](#)

**1145.**

925F

[Parametric Circulation](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows  
[LHiC's solution](#)

**1146.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures  
[LHiC's solution](#)

**1147.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms  
[LHiC's solution](#)

**1148.**

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2017-03-27 · GNU C++11 (first AC) · Tags: data structures, geometry  
[LHiC's solution](#)

**1149.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-03-25 · GNU C++11 (first AC) · Tags: data structures  
[LHiC's solution](#)

**1150.**

781F

[Intranet of Buses](#) · [Tutorial](#)

Rating: 3100 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: binary search, geometry, two pointers  
[LHiC's solution](#)

**1151.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[LHiC's solution](#)

**1152.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: flows, greedy

[LHiC's solution](#)

**1153.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[LHiC's solution](#)

**1154.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[LHiC's solution](#)

**1155.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[LHiC's solution](#)

**1156.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs

[LHiC's solution](#)

**1157.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LHiC's solution](#)

**1158.**

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2019-02-07 · last AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[LHiC's solution](#)

**1159.**

1091G

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

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · Python 3 (first AC) · Tags: interactive, math, number theory

[LHiC's solution](#)

**1160.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[LHiC's solution](#)

**1161.**

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[LHiC's solution](#)

### 1162.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[LHiC's solution](#)

### 1163.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[LHiC's solution](#)

### 1164.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2018-03-24 · last AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LHiC's solution](#)

### 1165.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: trees

[LHiC's solution](#)

### 1166.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[LHiC's solution](#)

### 1167.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive, trees

[LHiC's solution](#)

### 1168.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[LHiC's solution](#)

### 1169.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LHiC's solution](#)

### 1170.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: data structures

[LHiC's solution](#)

### 1171.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: graph matchings, strings

[LHiC's solution](#)

### 1172.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2016-01-21 · last AC: 2016-01-21 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[LHiC's solution](#)

**1173.**

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[LHiC's solution](#)

**1174.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[LHiC's solution](#)

**1175.**

1544G

[What a Reversal](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**1176.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LHiC's solution](#)

**1177.**

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**1178.**

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[LHiC's solution](#)

**1179.**

771F

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

Quality: 89 global accepts · Rating: 3300 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[LHiC's solution](#)

**1180.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[LHiC's solution](#)

**1181.**

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LHiC's solution](#)

**1182.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, dp

[LHiC's solution](#)

**1183.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2016-01-10 · last AC: 2016-01-10 · GNU C++11 (first AC) · Tags: binary search, geometry

[LHiC's solution](#)

**1184.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LHiC's solution](#)

**1185.**

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LHiC's solution](#)

**1186.**

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2017-09-13 · last AC: 2017-09-13 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[LHiC's solution](#)

**1187.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2017-08-25 · last AC: 2017-08-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[LHiC's solution](#)

**1188.**

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1189.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[LHiC's solution](#)

**1190.**

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[LHiC's solution](#)

**1191.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[LHiC's solution](#)

**1192.**

799F

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

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

[LHiC's solution](#)

**1193.**

1531E1

[B >D B@, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

**1194.**

1531E2

[B >D B@, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[LHiC's solution](#)

### 1195.

1531E3

[B 3D B C,, @ C ä2 C=0 D ;C,, OC Ö8 CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search

[LHiC's solution](#)

### 1196.

1531D

[B 5 CD0 C= B Cja@ D45 CÂ C,,=C45D Â 6 öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1197.

1531C

[B 8 C Ä< CTBD 8Dt=D 9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dp

[LHiC's solution](#)

### 1198.

1531B2

[A Ä= C Ö8D\\$>D 8C Ö3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1199.

1531B1

[A Ä= C Ö8D\\$>D 8C Ö3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1200.

1531A

[A t8C Ö3 CT@ i@ lcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[LHiC's solution](#)

### 1201.

1275F

[B,, 0D 4C,, @ C ä2 C =C,,5 C ö>D BC ä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, interactive

[LHiC's solution](#)

### 1202.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1203.

1275C

[#define A t0CD0D t0 B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1204.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1205.

1275A

[B 3D K Ö\\$ KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[LHiC's solution](#)

### 1206.

102055F

[Cones](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · last AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1207.

102012F

[Rikka with Nice Counting Striking Back](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1208.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1209.

102012C

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1210.

102012D

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1211.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1212.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1213.

102012I

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1214.

102012M

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1215.

102012H

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

### 1216.

102012G

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1217.**

102012A

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

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1218.**

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1219.**

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1220.**

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1221.**

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1222.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1223.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1224.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1225.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1226.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1227.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1228.**

102001E

[Artilleries and Defensive Walls](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1229.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1230.**

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1231.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1232.**

102001J

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

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1233.**

102001G

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

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1234.**

102001H

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

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1235.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1236.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1237.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1238.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1239.**

101955F

[Counting Sheep in Ami Dongsuo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1240.**

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1241.**

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1242.**

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1243.**

101955A

[Sockpuppets](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1244.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1245.**

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1246.**

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1247.**

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1248.**

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1249.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1250.**

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[LHiC's solution](#)

**1251.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1252.**

101981F

[Frank](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1253.**

101981C

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1254.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1255.**

101981L

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1256.**

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1257.**

101981M

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1258.**

101981E

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1259.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1260.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1261.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1262.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1263.**

101981A

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

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1264.**

101504D

["Binary Cat" Club](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1265.**

101504A

[Cyclic Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1266.**

101504I

[The last hour of the contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1267.**

101504B

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1268.**

101504E

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1269.**

101504J

[Geologist Dubrovsky](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1270.**

101504H

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1271.**

101504C

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1272.**

101504K

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1273.**

101504G

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

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1274.**

101504F

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LHiC's solution](#)

**1275.**

101355E

[Array Study](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1276.**

101372E

[Nice Report](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · last AC: 2017-05-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1277.**

101372D

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

Rating: — · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1278.**

101372C

[A Bit Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1279.**

101372B

[Mortal Combat](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1280.**

101372A

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1281.**

101336E

[LISA](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1282.**

101016E

[Barbarians](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1283.**

101016D

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1284.**

101016C

[New Track](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1285.**

101016B

[Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1286.**

101016A

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

Rating: — · first AC: 2016-08-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1287.**

101010E

[Bridge testing](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1288.**

101010D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1289.**

101010C

[Name Generator](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1290.**

101010B

[Gregory and Bank](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1291.**

101010A

[Peter and Textbook](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1292.**

100994E

[Maximal Sum](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1293.**

100994D

[Teams Creation](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1294.**

100994C

[New Adventure of Marty and Doc](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1295.**

100994B

[Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1296.**

100994A

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1297.**

100993D

[Problem Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1298.**

100993E

[Similar Subways](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1299.**

100880B

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1300.**

100880C

[Umbrella](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1301.**

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1302.**

100136A

[A00D8C00](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1303.**

100426F

[ASUDACÔ>C\\$0 Ct0CÄOD4:C ;C€](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1304.**

100426E

[A00Cä8Ct2CT4CT=C,,5 C4@C DCä2](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1305.**

100426D

[A.,3Dk1CÔ0 C4@C DCP](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1306.**

100426C

[A5D1BCä:C O Ct0CD0Dt0](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1307.**

100426B

[A5CÄD Cä@D\\$0C 5C`LCÔ0Dò @C AD 0CD:C](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1308.**

100426A

[B.,30Cä`C`0CD:C Ô@CT2Cä;DäFC,,O](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1309.**

100181I

[B18Cä,C,,GCTACä8CR AD4DDD8CäAD°](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1310.**

100181H

[Aô@0Tä0 @C 7Cä2C =C,,5 D BD >Cä>C\\$KDR DD4=CäFC,,9: Cä1D 0D\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1311.**

100416C

[A5D1BC FC,,>CÔ=D`9 CÔ8CÄ](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1312.**

100416B

[Aä=CÔ5D\\$:C€](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1313.**

100416A

[B.,30Cä`C`0CD:C](#)

Rating: — · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1314.**

100100D

[D · Tutorial](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1315.**

100100C

[C · Tutorial](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1316.**

100100A

[A · Tutorial](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1317.**

100124D

[A → D i a C \\$ = C , , : C €](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1318.**

100124H

[A ö > C a @ D ' B C , , 5 C D > C Ä 8 C Ö > D , , : C < C , Ó](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1319.**

100124G

[A ö > C a @ D ' B C , , 5 C D > C Ä 8 C Ö > D , , : C < C €](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1320.**

100124F

[B 5 D \\$ h i](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1321.**

100124C

[A t @ C ä 4 C 2 C T F C : C \\$ 0 D 8 D 4 < C ä 2](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1322.**

100124B

[A 5 D 5 C Ö : C](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1323.**

100124A

[A \\$ > D A D 1 0 0 Ö > C \\$ ; C T = C , , 5 H T M L - D D 0 C " ; C](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1324.**

100126D

[A ö ; C ä C ä 5 D T 5 D , , 8 D > C \\$ 0 C Ö 8 C P](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1325.**

100126B

[B t U D B C ä B C Ö K C ' 0 C Ö 0 C ' 8 C p](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1326.**

100126A

[A ö > D A D \\$ @ C ä : C €](#)

Rating: — · first AC: 2016-01-19 · last AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1327.**

100246D

[A@00@CäAD² =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1328.**

100246C

[C · Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1329.**

100246B

[B · Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1330.**

100246A

[A · Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1331.**

100123C

[A4DCÄ8`LD\\$>CÔ>C" BD CC >Cö@Cä2Cä4](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1332.**

100123I

[A00i0D\\$:C](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1333.**

100123H

[B ECTiD² @C,,DCÄ>C\\$:C€](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1334.**

100123E

[A5>CD0D >Cç DöBC GC#C](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1335.**

100123D

[A@CäGCÔKCR 7C <CäICT=C,,O](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1336.**

100123B

[B,,5DIB0,CC4>C`LCÔ8Cç 8 D >CÄ1C,,GCTAC#8CR 4Cä<C,,=Cà](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1337.**

100123A

[B 8CÄP BC,,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1338.**

100538L

[A\\$O15C"1Ca;](#)

Rating: — · first AC: 2016-01-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1339.**

100385M

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1340.**

100385C

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

Rating: — · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1341.**

100796B

[Wet Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1342.**

100796J

[Narrow Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1343.**

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1344.**

100796E

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

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1345.**

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1346.**

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1347.**

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1348.**

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1349.**

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1350.**

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1351.**

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1352.**

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1353.**

100385S

[The dividing line](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1354.**

100385E

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

Rating: — · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1355.**

100703C

[Aerotaxi](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-18 · last AC: 2015-10-18 · MS C++ (first AC) · Tags: —

[LHiC's solution](#)

**1356.**

100383J

[Jolly Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1357.**

100383H

[Hash It!](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1358.**

100383I

[Interactive Problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1359.**

100383G

[Grep](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1360.**

100685B

[Billy, Willy and Moscow Underground](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1361.**

100385Q

[The incircle](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1362.**

100385I

[Beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1363.**

100385O

[Competition](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1364.**

100385A

[Maximal Difference](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1365.**

100373L

[Sergey and array \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1366.**

100373G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1367.**

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · last AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1368.**

100373E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1369.**

100373K

[Sergey and pattern \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1370.**

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1371.**

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1372.**

100373H

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

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1373.**

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1374.**

100253M

[Winnie-the-Pooh Needs Help](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1375.**

100253G

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

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1376.**

100703D

[Draconian Actions](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1377.**

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1378.**

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1379.**

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1380.**

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1381.**

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1382.**

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1383.**

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1384.**

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1385.**

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1386.**

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1387.**

100703H

[A lot of work](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1388.**

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1389.**

100703J

[A lot of time](#) · [Tutorial](#)

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**1390.**

100703F

[Game of words](#) · [Tutorial](#)

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**1391.**

100703K

[Word order](#) · [Tutorial](#)

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**1392.**

100703I

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**1393.**

100703G

[Game of numbers](#) · [Tutorial](#)

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**1394.**

100703A

[Tea-drinking](#) · [Tutorial](#)

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**1395.**

100703B

[Energy Saving](#) · [Tutorial](#)

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[LHiC's solution](#)

**1396.**

100703L

[Many questions](#) · [Tutorial](#)

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[LHiC's solution](#)

**1397.**

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1398.**

100694C

[Modern Art](#) · [Tutorial](#)

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[LHiC's solution](#)

**1399.**

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1400.**

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · last AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1401.**

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1402.**

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1403.**

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1404.**

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1405.**

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1406.**

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1407.**

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1408.**

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1409.**

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1410.**

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1411.**

100715J

[AD5D5C\\$> BD;DÔHC](#)

Rating: — · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1412.**

100701F

[AãAç5D”5CÔ8CR Add5CÔK](#)

Rating: — · first AC: 2015-06-20 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1413.**

100701E

[AçC5Dö](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1414.**

100701C

[AçOD BC](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1415.**

100701D

[A D5000D BCä2D² 4CT@CT2DÄ0](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1416.**

100701B

[B 0010G,5CÔ8CR =C :Cä<C =CDK](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1417.**

100701A

[A,3D0i0 > D BD >C#0CÄ8](#)

Rating: — · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1418.**

100693D

[A,3D>C\\$KCR 0C\\$BCä<C BD°](#)

Rating: — · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1419.**

100693E

[A,=D\\$D =CTBCä?D >C\\$>C@](#)

Rating: — · first AC: 2015-05-31 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1420.**

100631E

[A D\\$5D 5Dö](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1421.**

100631D

[AÄB00L Cä=D² @C 7C\\$;CT:C ND\\$ADö](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1422.**

100631C

[B\\$D6CTAD\\$2CT=CÔKC' ?C @C 4](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1423.**

100631B

[A D5CÔ8D >C`LCÔ0Dò 7C :D4?C#0](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1424.**

100631A

[A\\$B014D4HCÔKCR HC @C,,:C€](#)

Rating: — · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: —

[LHiC's solution](#)

**1425.**

100147B

[Hyper-minimum](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1426.**

100147H

[K-th path](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1427.**

100147G

[Collider](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1428.**

100147F

[Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1429.**

100147E

[Odd-even](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1430.**

100143D

[T9](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1431.**

100147C

[Energetic turtle](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1432.**

100147D

[Weighting stones](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1433.**

100143H

[Fans](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1434.**

100143E

[Black-and-white Square](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1435.**

100143A

[Document](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1436.**

100147A

[Star triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-23 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1437.**

100563D

[A\\$7C6iCÄ HC,,DD 0](#)

Rating: — · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1438.**

100563C

[B,8DD@Cä2C#0](#)

Rating: — · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1439.**

100563B

[ÄÄ00ÖLDô:](#)

Rating: — · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1440.**

100563A

[A 5D BC Ö8Dd0](#)

Rating: — · first AC: 2014-12-22 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1441.**

100538H

[A 000ÖB](#)

Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1442.**

100538K

[AD5Di5C\\$>](#)

Rating: — · first AC: 2014-11-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1443.**

100538A

[Aö>Tt8CB 2 C#0Ct8CÖ>](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1444.**

100538F

[A#D,jaC @](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1445.**

100538B

[BD80tt#D4;DÄBD4@CÖKC' 7C ;](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1446.**

100538J

[A.,3D0i0 > D BD >C#>C•](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1447.**

100538D

[BT#0i1C€](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1448.**

100538E

[B4@Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1449.**

100538I

[Aö×Dip CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1450.**

100538C

[B·B00;0'0Cb A Cä=C,,3C <C€](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1451.**

100538G

[ADB0Ä0D 8 Cä>CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[LHiC's solution](#)

**1452.**

100516G

[A'>CÄ0D\\$L - CÖ5 D BD >C,,BDÄ](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1453.**

100516D

[B4GCT=DÄ5l- D 2CTB, C =CTCDt5CÖLCR Ò BDÄ<C](#)

Rating: — · first AC: 2014-10-27 · MS C++ (first AC) · Tags: —

[LHiC's solution](#)

**1454.**

100131C

[ASKÖöCCä;C O Cä1Cä;CäGCä0](#)

Rating: — · first AC: 2014-03-26 · last AC: 2014-06-09 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)

**1455.**

100442D

[Aö@Cä7D°](#)

Rating: — · first AC: 2014-05-24 · last AC: 2014-05-25 · GNU C++0x (first AC) · Tags: —

[LHiC's solution](#)