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Unique solved — Laakeri

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

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Filters: [none](#)

Count: 880

- 1.**
908A
[New Year and Counting Cards](#) · [Tutorial](#)
Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)
[Laakeri's solution](#)
- 2.**
859A
[Declined Finalists](#) · [Tutorial](#)
Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#)
[Laakeri's solution](#)
- 3.**
794A
[Bank Robbery](#) · [Tutorial](#)
Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)
[Laakeri's solution](#)
- 4.**
755A
[PolandBall and Hypothesis](#) · [Tutorial](#)
Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [graphs](#), [math](#), [number theory](#)
[Laakeri's solution](#)
- 5.**
750A
[New Year and Hurry](#) · [Tutorial](#)
Quality: 92,566 global accepts · Rating: 800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)
[Laakeri's solution](#)
- 6.**
732A
[Buy a Shovel](#) · [Tutorial](#)
Quality: 88,847 global accepts · Rating: 800 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [implementation](#), [math](#)
[Laakeri's solution](#)
- 7.**
723A
[The New Year: Meeting Friends](#) · [Tutorial](#)
Quality: 100,731 global accepts · Rating: 800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#), [math](#), [sortings](#)
[Laakeri's solution](#)
- 8.**
677A
[Vanya and Fence](#) · [Tutorial](#)
Quality: 180,674 global accepts · Rating: 800 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: [implementation](#)
[Laakeri's solution](#)
- 9.**
629A
[Far Relative's Birthday Cake](#) · [Tutorial](#)
Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: [brute force](#), [combinatorics](#), [constructive algorithms](#), [implementation](#)

[Laakeri's solution](#)

10.

630A

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

Quality: 93,537 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory

[Laakeri's solution](#)

11.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

12.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

13.

546A

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

Quality: 235,257 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Laakeri's solution](#)

14.

513A

[Game](#) · [Tutorial](#)

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

[Laakeri's solution](#)

15.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

16.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,030 global accepts · Rating: 800 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Laakeri's solution](#)

17.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

18.

472A

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

Quality: 70,783 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[Laakeri's solution](#)

19.

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

20.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

21.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

22.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: *special, implementation

[Laakeri's solution](#)

23.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

24.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

25.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: brute force

[Laakeri's solution](#)

26.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Laakeri's solution](#)

27.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Laakeri's solution](#)

28.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Laakeri's solution](#)

29.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Laakeri's solution](#)

30.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Laakeri's solution](#)

31.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

32.

616A

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

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

33.

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

[Laakeri's solution](#)

34.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

35.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: greedy

[Laakeri's solution](#)

36.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

37.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

38.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,708 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

39.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Laakeri's solution](#)

40.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

41.

412B

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

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++0x (first AC) · Tags: greedy, sortings

[Laakeri's solution](#)

42.

412A

[Poster](#) · [Tutorial](#)

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

[Laakeri's solution](#)

43.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: brute force, geometry, math

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44.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Laakeri's solution](#)

45.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

46.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

47.

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Laakeri's solution](#)

48.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

49.

670B

[Game of Robots](#) · [Tutorial](#)

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

[Laakeri's solution](#)

50.

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

[Laakeri's solution](#)

51.

622A

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

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

[Laakeri's solution](#)

52.

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

[Laakeri's solution](#)

53.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Laakeri's solution](#)

54.

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Laakeri's solution](#)

55.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[Laakeri's solution](#)

56.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

57.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

58.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

59.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, math

[Laakeri's solution](#)

60.

385A

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

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-24 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[Laakeri's solution](#)

61.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: implementation

[Laakeri's solution](#)

62.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: implementation

[Laakeri's solution](#)

63.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,452 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

64.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Laakeri's solution](#)

65.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Laakeri's solution](#)

66.

733B

[Parade](#) · [Tutorial](#)

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[Laakeri's solution](#)

67.

723B

[Text Document Analysis](#) · [Tutorial](#)

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68.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Laakeri's solution](#)

69.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[Laakeri's solution](#)

70.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Laakeri's solution](#)

71.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

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72.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Laakeri's solution](#)

73.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[Laakeri's solution](#)

74.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

75.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Laakeri's solution](#)

76.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy

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77.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Laakeri's solution](#)

78.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Laakeri's solution](#)

79.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: brute force

[Laakeri's solution](#)

80.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

81.

467B

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

Quality: 42,860 global accepts · Rating: 1100 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

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82.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: sortings

[Laakeri's solution](#)

83.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: data structures, implementation

[Laakeri's solution](#)

84.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: greedy, math

[Laakeri's solution](#)

85.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, implementation

[Laakeri's solution](#)

86.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++0x (first AC) · Tags: greedy, implementation

[Laakeri's solution](#)

87.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

88.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

89.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Laakeri's solution](#)

90.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math

[Laakeri's solution](#)

91.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Laakeri's solution](#)

92.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Laakeri's solution](#)

93.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Laakeri's solution](#)

94.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,051 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Laakeri's solution](#)

95.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Laakeri's solution](#)

96.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

97.

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

[Laakeri's solution](#)

98.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[Laakeri's solution](#)

99.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

100.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

101.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings

[Laakeri's solution](#)

102.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[Laakeri's solution](#)

103.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[Laakeri's solution](#)

104.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Laakeri's solution](#)

105.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Laakeri's solution](#)

106.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, implementation

[Laakeri's solution](#)

107.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

108.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[Laakeri's solution](#)

109.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,407 global accepts · Rating: 1200 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

110.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: math, number theory

[Laakeri's solution](#)

111.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: dfs and similar, implementation

[Laakeri's solution](#)

112.

413A

[Data Recovery](#) · [Tutorial](#)

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

[Laakeri's solution](#)

113.

412C

[Pattern](#) · [Tutorial](#)

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

[Laakeri's solution](#)

114.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[Laakeri's solution](#)

115.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-05 · GNU C++0x (first AC) · Tags: brute force, implementation, schedules

[Laakeri's solution](#)

116.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-02-06 · GNU C++0x (first AC) · Tags: brute force, greedy, two pointers

[Laakeri's solution](#)

117.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-24 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation, math, strings

[Laakeri's solution](#)

118.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

119.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Laakeri's solution](#)

120.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Laakeri's solution](#)

121.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: geometry, implementation

[Laakeri's solution](#)

122.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

123.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[Laakeri's solution](#)

124.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Laakeri's solution](#)

125.

633B

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

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Laakeri's solution](#)

126.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

127.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Laakeri's solution](#)

128.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[Laakeri's solution](#)

129.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[Laakeri's solution](#)

130.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Laakeri's solution](#)

131.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

132.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Laakeri's solution](#)

133.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Laakeri's solution](#)

134.

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

[Laakeri's solution](#)

135.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: greedy, math, strings

[Laakeri's solution](#)

136.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

137.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[Laakeri's solution](#)

138.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Laakeri's solution](#)

139.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

140.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, implementation, sortings

[Laakeri's solution](#)

141.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,884 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: implementation, sortings

[Laakeri's solution](#)

142.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

143.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[Laakeri's solution](#)

144.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

145.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: implementation, sortings

[Laakeri's solution](#)

146.

866A

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

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

[Laakeri's solution](#)

147.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Laakeri's solution](#)

148.

804B

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

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[Laakeri's solution](#)

149.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Laakeri's solution](#)

150.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Laakeri's solution](#)

151.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[Laakeri's solution](#)

152.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Laakeri's solution](#)

153.

677B

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

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

[Laakeri's solution](#)

154.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Laakeri's solution](#)

155.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

156.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Laakeri's solution](#)

157.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[Laakeri's solution](#)

158.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Laakeri's solution](#)

159.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · last AC: 2015-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Laakeri's solution](#)

160.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[Laakeri's solution](#)

161.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy,

implementation

[Laakeri's solution](#)

162.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

163.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Laakeri's solution](#)

164.

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

[Laakeri's solution](#)

165.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings

[Laakeri's solution](#)

166.

516A

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

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Laakeri's solution](#)

167.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-14 · last AC: 2015-02-15 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Laakeri's solution](#)

168.

513B1

[Permutations](#) · [Tutorial](#)

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

[Laakeri's solution](#)

169.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math

[Laakeri's solution](#)

170.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Laakeri's solution](#)

171.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation

[Laakeri's solution](#)

172.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: greedy, sortings

[Laakeri's solution](#)

173.

472C

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

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

[Laakeri's solution](#)

174.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

175.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, greedy

[Laakeri's solution](#)

176.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Laakeri's solution](#)

177.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

178.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: greedy, math

[Laakeri's solution](#)

179.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs, implementation

[Laakeri's solution](#)

180.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, number theory

[Laakeri's solution](#)

181.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Laakeri's solution](#)

182.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: binary search, dp, greedy

[Laakeri's solution](#)

183.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math
[Laakeri's solution](#)

184.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dp, games
[Laakeri's solution](#)

185.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[Laakeri's solution](#)

186.

790A

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

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Laakeri's solution](#)

187.

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Laakeri's solution](#)

188.

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Laakeri's solution](#)

189.

696A

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

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[Laakeri's solution](#)

190.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[Laakeri's solution](#)

191.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[Laakeri's solution](#)

192.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[Laakeri's solution](#)

193.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation
[Laakeri's solution](#)

194.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[Laakeri's solution](#)

195.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Laakeri's solution](#)

196.

587A

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

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[Laakeri's solution](#)

197.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Laakeri's solution](#)

198.

555A

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

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

[Laakeri's solution](#)

199.

553A

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

Quality: 9,833 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Laakeri's solution](#)

200.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Laakeri's solution](#)

201.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Laakeri's solution](#)

202.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Laakeri's solution](#)

203.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[Laakeri's solution](#)

204.

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

[Laakeri's solution](#)

205.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Laakeri's solution](#)

206.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[Laakeri's solution](#)

207.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Laakeri's solution](#)

208.

497A

[Removing Columns](#) · [Tutorial](#)

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

[Laakeri's solution](#)

209.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: dsu, implementation

[Laakeri's solution](#)

210.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[Laakeri's solution](#)

211.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: brute force, greedy, math

[Laakeri's solution](#)

212.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: data structures, dsu

[Laakeri's solution](#)

213.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[Laakeri's solution](#)

214.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math, number theory

[Laakeri's solution](#)

215.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[Laakeri's solution](#)

216.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[Laakeri's solution](#)

217.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Laakeri's solution](#)

218.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[Laakeri's solution](#)

219.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

220.

402C

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

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, graphs

[Laakeri's solution](#)

221.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, two pointers

[Laakeri's solution](#)

222.

368C

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

Rating: 1500 · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

223.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Laakeri's solution](#)

224.

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

[Laakeri's solution](#)

225.

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

[Laakeri's solution](#)

226.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Laakeri's solution](#)

227.

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Laakeri's solution](#)

228.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Laakeri's solution](#)

229.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Laakeri's solution](#)

230.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Laakeri's solution](#)

231.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Laakeri's solution](#)

232.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Laakeri's solution](#)

233.

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[Laakeri's solution](#)

234.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[Laakeri's solution](#)

235.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Laakeri's solution](#)

236.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Laakeri's solution](#)

237.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Laakeri's solution](#)

238.

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

[Laakeri's solution](#)

239.

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

[Laakeri's solution](#)

240.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

241.

674B

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

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

[Laakeri's solution](#)

242.

657A

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

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

[Laakeri's solution](#)

243.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Laakeri's solution](#)

244.

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

[Laakeri's solution](#)

245.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

246.

616D

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

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Laakeri's solution](#)

247.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar

[Laakeri's solution](#)

248.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[Laakeri's solution](#)

249.

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

[Laakeri's solution](#)

250.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Laakeri's solution](#)

251.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Laakeri's solution](#)

252.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Laakeri's solution](#)

253.

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Laakeri's solution](#)

254.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Laakeri's solution](#)

255.

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

[Laakeri's solution](#)

256.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

257.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Laakeri's solution](#)

258.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, strings

[Laakeri's solution](#)

259.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, implementation

[Laakeri's solution](#)

260.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Laakeri's solution](#)

261.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1600 · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[Laakeri's solution](#)

262.

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

[Laakeri's solution](#)

263.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Laakeri's solution](#)

264.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: math, number theory

[Laakeri's solution](#)

265.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

266.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

267.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[Laakeri's solution](#)

268.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Laakeri's solution](#)

269.

343B

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

Quality: 17,313 global accepts · Rating: 1600 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[Laakeri's solution](#)

270.

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: math

[Laakeri's solution](#)

271.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: games, math, number theory

[Laakeri's solution](#)

272.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: combinatorics, data structures, implementation

[Laakeri's solution](#)

273.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: probabilities

[Laakeri's solution](#)

274.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: binary search, math, sortings

[Laakeri's solution](#)

275.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[Laakeri's solution](#)

276.

445C

[DZY Loves Physics](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: graphs, greedy

[Laakeri's solution](#)

277.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2014-05-21 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[Laakeri's solution](#)

278.

429B

[Working out](#) · [Tutorial](#)

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

[Laakeri's solution](#)

279.

411B

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

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

280.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2014-04-13 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[Laakeri's solution](#)

281.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[Laakeri's solution](#)

282.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[Laakeri's solution](#)

283.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

284.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-01-20 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

285.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Laakeri's solution](#)

286.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[Laakeri's solution](#)

287.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Laakeri's solution](#)

288.

756A

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

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Laakeri's solution](#)

289.

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

[Laakeri's solution](#)

290.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Laakeri's solution](#)

291.

718A

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

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Laakeri's solution](#)

292.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Laakeri's solution](#)

293.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[Laakeri's solution](#)

294.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Laakeri's solution](#)

295.

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

[Laakeri's solution](#)

296.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[Laakeri's solution](#)

297.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[Laakeri's solution](#)

298.

627A

[XOR Equation](#) · [Tutorial](#)

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

[Laakeri's solution](#)

299.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Laakeri's solution](#)

300.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[Laakeri's solution](#)

301.

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

[Laakeri's solution](#)

302.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Laakeri's solution](#)

303.

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

[Laakeri's solution](#)

304.

598D

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

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Laakeri's solution](#)

305.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

306.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Laakeri's solution](#)

307.

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

[Laakeri's solution](#)

308.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-03 · last AC: 2015-09-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, two pointers

[Laakeri's solution](#)

309.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Laakeri's solution](#)

310.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[Laakeri's solution](#)

311.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Laakeri's solution](#)

312.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-22 · last AC: 2015-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[Laakeri's solution](#)

313.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math
[Laakeri's solution](#)

314.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, probabilities
[Laakeri's solution](#)

315.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees
[Laakeri's solution](#)

316.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, math, number theory, strings
[Laakeri's solution](#)

317.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
[Laakeri's solution](#)

318.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation
[Laakeri's solution](#)

319.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms
[Laakeri's solution](#)

320.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[Laakeri's solution](#)

321.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: greedy, implementation
[Laakeri's solution](#)

322.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: dp
[Laakeri's solution](#)

323.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: binary search, brute force, greedy, math
[Laakeri's solution](#)

324.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-18 · GNU C++0x (first AC) · Tags: dp, implementation

[Laakeri's solution](#)

325.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Laakeri's solution](#)

326.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-08 · GNU C++0x (first AC) · Tags: greedy, strings

[Laakeri's solution](#)

327.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy

[Laakeri's solution](#)

328.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[Laakeri's solution](#)

329.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Laakeri's solution](#)

330.

443C

[Borya and Hanabi](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Laakeri's solution](#)

331.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-14 · GNU C++0x (first AC) · Tags: *special, implementation

[Laakeri's solution](#)

332.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[Laakeri's solution](#)

333.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[Laakeri's solution](#)

334.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++0x (first AC) · Tags: *special

[Laakeri's solution](#)

335.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Laakeri's solution](#)

336.

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

[Laakeri's solution](#)

337.

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

[Laakeri's solution](#)

338.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy

[Laakeri's solution](#)

339.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Laakeri's solution](#)

340.

776C

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

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Laakeri's solution](#)

341.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Laakeri's solution](#)

342.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Laakeri's solution](#)

343.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Laakeri's solution](#)

344.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Laakeri's solution](#)

345.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Laakeri's solution](#)

346.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Laakeri's solution](#)

347.

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

[Laakeri's solution](#)

348.

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

[Laakeri's solution](#)

349.

668B

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

Rating: 1800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: implementation

[Laakeri's solution](#)

350.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Laakeri's solution](#)

351.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[Laakeri's solution](#)

352.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Laakeri's solution](#)

353.

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

[Laakeri's solution](#)

354.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Laakeri's solution](#)

355.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Laakeri's solution](#)

356.

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

[Laakeri's solution](#)

357.

533E

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

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Laakeri's solution](#)

358.

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

[Laakeri's solution](#)

359.

528B

[Clique Problem](#) · [Tutorial](#)

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

[Laakeri's solution](#)

360.

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

[Laakeri's solution](#)

361.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

362.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Laakeri's solution](#)

363.

487A

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

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

[Laakeri's solution](#)

364.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[Laakeri's solution](#)

365.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Laakeri's solution](#)

366.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[Laakeri's solution](#)

367.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, sortings

[Laakeri's solution](#)

368.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-08-05 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[Laakeri's solution](#)

369.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[Laakeri's solution](#)

370.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: binary search, brute force

[Laakeri's solution](#)

371.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++0x (first AC) · Tags: math, sortings

[Laakeri's solution](#)

372.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-23 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

373.

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

[Laakeri's solution](#)

374.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Laakeri's solution](#)

375.

866B

[Ordering Pizza](#) · [Tutorial](#)

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

[Laakeri's solution](#)

376.

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

[Laakeri's solution](#)

377.

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
[Laakeri's solution](#)

378.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[Laakeri's solution](#)

379.

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
[Laakeri's solution](#)

380.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[Laakeri's solution](#)

381.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[Laakeri's solution](#)

382.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[Laakeri's solution](#)

383.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Laakeri's solution](#)

384.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices
[Laakeri's solution](#)

385.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[Laakeri's solution](#)

386.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[Laakeri's solution](#)

387.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Laakeri's solution](#)

388.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Laakeri's solution](#)

389.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[Laakeri's solution](#)

390.

613B

[Skills](#) · [Tutorial](#)

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

[Laakeri's solution](#)

391.

613A

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

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

[Laakeri's solution](#)

392.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Laakeri's solution](#)

393.

536B

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

Rating: 1900 · first AC: 2015-04-14 · last AC: 2015-10-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Laakeri's solution](#)

394.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[Laakeri's solution](#)

395.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Laakeri's solution](#)

396.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Laakeri's solution](#)

397.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Laakeri's solution](#)

398.

549D

[Haar Features](#) · [Tutorial](#)

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

[Laakeri's solution](#)

399.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Laakeri's solution](#)

400.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Laakeri's solution](#)

401.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Laakeri's solution](#)

402.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Laakeri's solution](#)

403.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Laakeri's solution](#)

404.

529E

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

Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: brute force

[Laakeri's solution](#)

405.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2015-02-09 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Laakeri's solution](#)

406.

512B

[Fox And Jumping](#) · [Tutorial](#)

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

[Laakeri's solution](#)

407.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-01-20 · GNU C++0x (first AC) · Tags: dp

[Laakeri's solution](#)

408.

500D

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

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Laakeri's solution](#)

409.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Laakeri's solution](#)

410.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2014-11-23 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[Laakeri's solution](#)

411.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: combinatorics, dp, implementation

[Laakeri's solution](#)

412.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-10-18 · GNU C++0x (first AC) · Tags: binary search, greedy, two pointers

[Laakeri's solution](#)

413.

356B

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

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

414.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Laakeri's solution](#)

415.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-30 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Laakeri's solution](#)

416.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: dp, sortings

[Laakeri's solution](#)

417.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2014-08-15 · GNU C++0x (first AC) · Tags: combinatorics, constructive algorithms, math

[Laakeri's solution](#)

418.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Laakeri's solution](#)

419.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

420.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings

[Laakeri's solution](#)

421.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++0x (first AC) · Tags: implementation

[Laakeri's solution](#)

422.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Laakeri's solution](#)

423.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[Laakeri's solution](#)

424.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Laakeri's solution](#)

425.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Laakeri's solution](#)

426.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Laakeri's solution](#)

427.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Laakeri's solution](#)

428.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Laakeri's solution](#)

429.

668D

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

Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[Laakeri's solution](#)

430.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Laakeri's solution](#)

431.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

432.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: dp, strings

[Laakeri's solution](#)

433.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry

[Laakeri's solution](#)

434.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Laakeri's solution](#)

435.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Laakeri's solution](#)

436.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: flows, graphs

[Laakeri's solution](#)

437.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Laakeri's solution](#)

438.

571B

[Minimization](#) · [Tutorial](#)

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

[Laakeri's solution](#)

439.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Laakeri's solution](#)

440.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Laakeri's solution](#)

441.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2015-05-19 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Laakeri's solution](#)

442.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Laakeri's solution](#)

443.

526C

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

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

[Laakeri's solution](#)

444.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Laakeri's solution](#)

445.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: binary search, data structures, two pointers

[Laakeri's solution](#)

446.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-08 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Laakeri's solution](#)

447.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-01-31 · GNU C++0x (first AC) · Tags: math, strings

[Laakeri's solution](#)

448.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: data structures, schedules

[Laakeri's solution](#)

449.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-01-14 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Laakeri's solution](#)

450.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, strings

[Laakeri's solution](#)

451.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-12-08 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[Laakeri's solution](#)

452.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[Laakeri's solution](#)

453.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: dp

[Laakeri's solution](#)

454.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp, strings

[Laakeri's solution](#)

455.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, geometry

[Laakeri's solution](#)

456.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Laakeri's solution](#)

457.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: brute force, data structures, math

[Laakeri's solution](#)

458.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Laakeri's solution](#)

459.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-08 · GNU C++0x (first AC) · Tags: brute force, geometry

[Laakeri's solution](#)

460.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: greedy, math, two pointers

[Laakeri's solution](#)

461.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, trees

[Laakeri's solution](#)

462.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp

[Laakeri's solution](#)

463.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++0x (first AC) · Tags: math

[Laakeri's solution](#)

464.

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[Laakeri's solution](#)

465.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2014-04-20 · GNU C++0x (first AC) · Tags: bitmasks, dp

[Laakeri's solution](#)

466.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Laakeri's solution](#)

467.

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: dp, probabilities, trees

[Laakeri's solution](#)

468.

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

[Laakeri's solution](#)

469.

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

[Laakeri's solution](#)

470.

790B

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

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Laakeri's solution](#)

471.

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

[Laakeri's solution](#)

472.

776E

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

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Laakeri's solution](#)

473.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Laakeri's solution](#)

474.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Laakeri's solution](#)

475.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Laakeri's solution](#)

476.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Laakeri's solution](#)

477.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Laakeri's solution](#)

478.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Laakeri's solution](#)

479.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Laakeri's solution](#)

480.

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

[Laakeri's solution](#)

481.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2015-10-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Laakeri's solution](#)

482.

587B

[Duff in Beach](#) · [Tutorial](#)

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

[Laakeri's solution](#)

483.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer,

geometry, greedy, sortings

[Laakeri's solution](#)

484.

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

[Laakeri's solution](#)

485.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

[Laakeri's solution](#)

486.

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

[Laakeri's solution](#)

487.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2015-05-22 · GNU C++11 (first AC) · Tags: flows, graphs, math

[Laakeri's solution](#)

488.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-03-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Laakeri's solution](#)

489.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

[Laakeri's solution](#)

490.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Laakeri's solution](#)

491.

497C

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

Rating: 2100 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Laakeri's solution](#)

492.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Laakeri's solution](#)

493.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2014-10-21 · last AC: 2014-12-04 · GNU C++0x (first AC) · Tags: dp, geometry

[Laakeri's solution](#)

494.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2014-11-17 · GNU C++0x (first AC) · Tags: combinatorics, dp

[Laakeri's solution](#)

495.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, math, sortings, two pointers

[Laakeri's solution](#)

496.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2014-10-11 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[Laakeri's solution](#)

497.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[Laakeri's solution](#)

498.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Laakeri's solution](#)

499.

464C

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

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

[Laakeri's solution](#)

500.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2100 · first AC: 2014-09-01 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Laakeri's solution](#)

501.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2014-08-12 · GNU C++0x (first AC) · Tags: data structures, dp, math

[Laakeri's solution](#)

502.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: data structures, ternary search

[Laakeri's solution](#)

503.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Laakeri's solution](#)

504.

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

[Laakeri's solution](#)

505.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Laakeri's solution](#)

506.

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

[Laakeri's solution](#)

507.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[Laakeri's solution](#)

508.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Laakeri's solution](#)

509.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Laakeri's solution](#)

510.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Laakeri's solution](#)

511.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Laakeri's solution](#)

512.

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

[Laakeri's solution](#)

513.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[Laakeri's solution](#)

514.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Laakeri's solution](#)

515.

713B

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

Quality: 1,508 global accepts · Rating: 2200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Laakeri's solution](#)

516.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[Laakeri's solution](#)

517.

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

[Laakeri's solution](#)

518.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2015-02-14 · last AC: 2016-05-13 · GNU C++0x (first AC) · Tags: dp, matrices

[Laakeri's solution](#)

519.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

520.

657B

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

Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: math

[Laakeri's solution](#)

521.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Laakeri's solution](#)

522.

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

[Laakeri's solution](#)

523.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Laakeri's solution](#)

524.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Laakeri's solution](#)

525.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: data structures

[Laakeri's solution](#)

526.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Laakeri's solution](#)

527.

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

[Laakeri's solution](#)

528.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Laakeri's solution](#)

529.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: data structures

[Laakeri's solution](#)

530.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[Laakeri's solution](#)

531.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Laakeri's solution](#)

532.

603C

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

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

[Laakeri's solution](#)

533.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Laakeri's solution](#)

534.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Laakeri's solution](#)

535.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Laakeri's solution](#)

536.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Laakeri's solution](#)

537.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Laakeri's solution](#)

538.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Laakeri's solution](#)

539.

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

[Laakeri's solution](#)

540.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Laakeri's solution](#)

541.

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

[Laakeri's solution](#)

542.

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

[Laakeri's solution](#)

543.

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

[Laakeri's solution](#)

544.

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

[Laakeri's solution](#)

545.

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

[Laakeri's solution](#)

546.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Laakeri's solution](#)

547.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: data structures, implementation, math, two pointers

[Laakeri's solution](#)

548.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Laakeri's solution](#)

549.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, math, ternary search

[Laakeri's solution](#)

550.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation

[Laakeri's solution](#)

551.

506B

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

Rating: 2200 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

552.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: bitmasks, dp, graphs

[Laakeri's solution](#)

553.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-12-09 · GNU C++0x (first AC) · Tags: brute force, dp, number theory

[Laakeri's solution](#)

554.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++0x (first AC) · Tags: data structures, dp, greedy, hashing, math

[Laakeri's solution](#)

555.

477C

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

Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: dp

[Laakeri's solution](#)

556.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2014-10-12 · GNU C++0x (first AC) · Tags: greedy, math

[Laakeri's solution](#)

557.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-09-03 · GNU C++0x (first AC) · Tags: data structures, implementation

[Laakeri's solution](#)

558.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2014-08-14 · GNU C++0x (first AC) · Tags: binary search, data structures

[Laakeri's solution](#)

559.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2014-08-11 · GNU C++0x (first AC) · Tags: bitmasks, dp, games

[Laakeri's solution](#)

560.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Laakeri's solution](#)

561.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2014-07-23 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Laakeri's solution](#)

562.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-17 · GNU C++11 (first AC) · Tags: dp, strings

[Laakeri's solution](#)

563.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Laakeri's solution](#)

564.

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

[Laakeri's solution](#)

565.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Laakeri's solution](#)

566.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2016-05-17 · last AC: 2017-02-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Laakeri's solution](#)

567.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Laakeri's solution](#)

568.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

569.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: games

[Laakeri's solution](#)

570.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Laakeri's solution](#)

571.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[Laakeri's solution](#)

572.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Laakeri's solution](#)

573.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Laakeri's solution](#)

574.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[Laakeri's solution](#)

575.

677E

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

Quality: 755 global accepts · Rating: 2300 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation

[Laakeri's solution](#)

576.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Laakeri's solution](#)

577.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Laakeri's solution](#)

578.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Laakeri's solution](#)

579.

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

[Laakeri's solution](#)

580.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Laakeri's solution](#)

581.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: dp, games

[Laakeri's solution](#)

582.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[Laakeri's solution](#)

583.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: data structures, math

[Laakeri's solution](#)

584.

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

[Laakeri's solution](#)

585.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: geometry, sortings

[Laakeri's solution](#)

586.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[Laakeri's solution](#)

587.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Laakeri's solution](#)

588.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Laakeri's solution](#)

589.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[Laakeri's solution](#)

590.

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

[Laakeri's solution](#)

591.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-11 · GNU C++11 (first AC) · Tags: dp, trees

[Laakeri's solution](#)

592.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Laakeri's solution](#)

593.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[Laakeri's solution](#)

594.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-01 · last AC: 2015-01-12 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Laakeri's solution](#)

595.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2014-08-25 · GNU C++0x (first AC) · Tags: dp

[Laakeri's solution](#)

596.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2014-08-20 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, math

[Laakeri's solution](#)

597.

429C

[Guess the Tree](#) · [Tutorial](#)

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

[Laakeri's solution](#)

598.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Laakeri's solution](#)

599.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Laakeri's solution](#)

600.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[Laakeri's solution](#)

601.

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

[Laakeri's solution](#)

602.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Laakeri's solution](#)

603.

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

[Laakeri's solution](#)

604.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Laakeri's solution](#)

605.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Laakeri's solution](#)

606.

744C

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Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Laakeri's solution](#)

607.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math, two pointers

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608.

674C

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Rating: 2400 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: divide and conquer, dp

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609.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-08-20 · last AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures

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610.

679C

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Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

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611.

668C

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

Rating: 2400 · first AC: 2016-04-25 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: math, probabilities

[Laakeri's solution](#)

612.

657C

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

Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Laakeri's solution](#)

613.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Laakeri's solution](#)

614.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[Laakeri's solution](#)

615.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Laakeri's solution](#)

616.

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

[Laakeri's solution](#)

617.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 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

[Laakeri's solution](#)

618.

626F

[Group Projects](#) · [Tutorial](#)

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

[Laakeri's solution](#)

619.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Laakeri's solution](#)

620.

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

[Laakeri's solution](#)

621.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-10 · last AC: 2015-12-11 · GNU C++11 (first AC) · Tags: geometry

[Laakeri's solution](#)

622.

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

[Laakeri's solution](#)

623.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[Laakeri's solution](#)

624.

542A

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

Quality: 620 global accepts · Rating: 2400 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, sortings

[Laakeri's solution](#)

625.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Laakeri's solution](#)

626.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Laakeri's solution](#)

627.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[Laakeri's solution](#)

628.

526E

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

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

[Laakeri's solution](#)

629.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Laakeri's solution](#)

630.

529C

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

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

[Laakeri's solution](#)

631.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-25 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[Laakeri's solution](#)

632.

484D

[Kindergarten](#) · [Tutorial](#)

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

[Laakeri's solution](#)

633.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2014-10-21 · GNU C++0x (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

634.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2014-09-24 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees

[Laakeri's solution](#)

635.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-09-02 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[Laakeri's solution](#)

636.

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

[Laakeri's solution](#)

637.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Laakeri's solution](#)

638.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Laakeri's solution](#)

639.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[Laakeri's solution](#)

640.

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

[Laakeri's solution](#)

641.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[Laakeri's solution](#)

642.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[Laakeri's solution](#)

643.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2016-07-26 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[Laakeri's solution](#)

644.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Laakeri's solution](#)

645.

687D

[Dividing Kingdom II · Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Laakeri's solution](#)

646.

681E

[Runaway to a Shadow · Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[Laakeri's solution](#)

647.

666C

[Codeword · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Laakeri's solution](#)

648.

618E

[Robot Arm · Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-02-11 · last AC: 2016-02-11 · GNU C++11 (first AC) · Tags: data structures, geometry

[Laakeri's solution](#)

649.

613C

[Necklace · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Laakeri's solution](#)

650.

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

[Laakeri's solution](#)

651.

607C

[Marbles · Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[Laakeri's solution](#)

652.

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

[Laakeri's solution](#)

653.

508D

[Tanya and Password · Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2015-01-27 · last AC: 2015-10-08 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

654.

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

[Laakeri's solution](#)

655.

555D

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

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Laakeri's solution](#)

656.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2015-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[Laakeri's solution](#)

657.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: implementation, math

[Laakeri's solution](#)

658.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, math

[Laakeri's solution](#)

659.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Laakeri's solution](#)

660.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Laakeri's solution](#)

661.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Laakeri's solution](#)

662.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

663.

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

[Laakeri's solution](#)

664.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-04-18 · last AC: 2016-04-18 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[Laakeri's solution](#)

665.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Laakeri's solution](#)

666.

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

[Laakeri's solution](#)

667.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Laakeri's solution](#)

668.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: data structures

[Laakeri's solution](#)

669.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2014-11-24 · GNU C++0x (first AC) · Tags: data structures, divide and conquer, dp

[Laakeri's solution](#)

670.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2014-10-19 · GNU C++0x (first AC) · Tags: dp, graphs

[Laakeri's solution](#)

671.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-08 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Laakeri's solution](#)

672.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Laakeri's solution](#)

673.

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

[Laakeri's solution](#)

674.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2015-03-25 · last AC: 2015-03-25 · GNU C++11 (first AC) · Tags: data structures

[Laakeri's solution](#)

675.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[Laakeri's solution](#)

676.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[Laakeri's solution](#)

677.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Laakeri's solution](#)

678.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Laakeri's solution](#)

679.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Laakeri's solution](#)

680.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[Laakeri's solution](#)

681.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · last AC: 2016-01-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Laakeri's solution](#)

682.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

683.

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

[Laakeri's solution](#)

684.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Laakeri's solution](#)

685.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy

[Laakeri's solution](#)

686.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Laakeri's solution](#)

687.

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

[Laakeri's solution](#)

688.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-22 · GNU C++11 (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

689.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Laakeri's solution](#)

690.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[Laakeri's solution](#)

691.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-09-05 · last AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Laakeri's solution](#)

692.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Laakeri's solution](#)

693.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: dp, games

[Laakeri's solution](#)

694.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2017-05-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Laakeri's solution](#)

695.

790D

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

Rating: 3000 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dp

[Laakeri's solution](#)

696.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2016-11-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Laakeri's solution](#)

697.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Laakeri's solution](#)

698.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2016-05-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Laakeri's solution](#)

699.

668E

[Little Artem and 2-SAT](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-04-25 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: graphs

[Laakeri's solution](#)

700.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: two pointers

[Laakeri's solution](#)

701.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[Laakeri's solution](#)

702.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2015-08-21 · last AC: 2015-08-21 · GNU C++11 (first AC) · Tags: data structures, dp

[Laakeri's solution](#)

703.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-23 · GNU C++11 (first AC) · Tags: dp, sortings

[Laakeri's solution](#)

704.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Laakeri's solution](#)

705.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2015-04-13 · last AC: 2015-04-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Laakeri's solution](#)

706.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Laakeri's solution](#)

707.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Laakeri's solution](#)

708.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[Laakeri's solution](#)

709.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2016-11-24 · last AC: 2016-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[Laakeri's solution](#)

710.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2015-03-12 · last AC: 2015-12-15 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Laakeri's solution](#)

711.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2017-03-24 · last AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[Laakeri's solution](#)

712.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2016-10-11 · last AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[Laakeri's solution](#)

713.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Laakeri's solution](#)

714.

790E

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

Rating: 3300 · first AC: 2017-04-04 · last AC: 2017-04-04 · GNU C++11 (first AC) · Tags: geometry

[Laakeri's solution](#)

715.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

716.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

717.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

718.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

719.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

720.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

721.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

722.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

723.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

724.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Laakeri's solution](#)

725.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · last AC: 2017-01-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

726.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

727.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

728.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

729.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

730.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · Python 2 (first AC) · Tags: —

[Laakeri's solution](#)

731.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

732.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

733.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-11 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

734.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · last AC: 2016-11-26 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

735.

100825A

[Being Solarly Systematic](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

736.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

737.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

738.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

739.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

740.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

741.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

742.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

743.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

744.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

745.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

746.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

747.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

748.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

749.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

750.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

751.

101026E

[Money Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

752.

101010E

[Bridge testing](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

753.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

754.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

755.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

756.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

757.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

758.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

759.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

760.

100520G

[Genome of English Literature](#) · [Tutorial](#)

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

[Laakeri's solution](#)

761.

100520B

[Bayes' Law](#) · [Tutorial](#)

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

[Laakeri's solution](#)

762.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

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

[Laakeri's solution](#)

763.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

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

[Laakeri's solution](#)

764.

100520A

[Analogous Sets](#) · [Tutorial](#)

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

[Laakeri's solution](#)

765.

100520F

[Flights](#) · [Tutorial](#)

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

[Laakeri's solution](#)

766.

100889H

[Hitting Points](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

767.

100889F

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

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

768.

100889L

[Lazy Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

769.

100889D

[Dicy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

770.

100889E

[Everyone wants Khaleesi](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

771.

100889G

[Gift Pack](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

772.

100889B

[Backward and Forward](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

773.

100889A

[A Beautiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

774.

100524H

[Heavy-Light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

775.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

776.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

777.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

778.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

779.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

780.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-17 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

781.

100878D

[Costly Labels](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

782.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

783.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

784.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

785.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

786.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

787.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

788.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

789.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

790.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

791.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

792.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

793.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

794.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

795.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

796.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

797.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

798.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

799.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

800.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

801.

100507K

[Riding a Toad](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

802.

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

803.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

804.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

805.

100507F

[Best of a bad lot](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

806.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

807.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

808.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

809.

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

810.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

811.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

812.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

813.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

814.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

815.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

816.

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

817.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

818.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

819.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

820.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

821.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

822.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

823.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

824.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

825.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

826.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

827.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

828.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

829.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

830.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

831.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

832.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

833.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

834.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

835.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

836.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

837.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

838.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

839.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

840.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-24 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

841.

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

842.

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

843.

100685K

[Key to Magica's diary](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

844.

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

845.

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

846.

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

847.

100685E

[Epic Fail of a Genie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

848.

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

849.

100726J

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · last AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

850.

100726G

[Room Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

851.

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

852.

100726B

[Common Subexpression Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

853.

100726F

[Moving to Nuremberg](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

854.

100726E

[Mountain Road](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

855.

100726H

[Settlers of Catan](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

856.

100726A

[An Industrial Spy](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

857.

100726C

[Divisible Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

858.

100297G

[Socks](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-26 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

859.

100584A

[Mr. Buridan and coffee shops](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

860.

100584D

[Balanced strings](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

861.

100584B

[Tug of war](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

862.

100584C

[Up and down](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

863.

100694C

[Modern Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

864.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

865.

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

866.

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

867.

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

868.

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

869.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

870.

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

871.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

872.

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

873.

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: —

[Laakeri's solution](#)

874.

100587B

[All Critical](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

875.

100587C

[Autocomplete Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

876.

100587A

[Lazy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

877.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-13 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

878.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

879.

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)

880.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-28 · GNU C++0x (first AC) · Tags: —

[Laakeri's solution](#)