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Unique solved — Madball

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

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Filters: none

Count: 1,474

- 1.**
1468E
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Quality: 9,818 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Madball's solution](#)
- 2.**
1695A
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[Madball's solution](#)
- 3.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Madball's solution](#)
- 4.**
1491A
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Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
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- 5.**
1097A
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Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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- 6.**
1091A
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Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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- 7.**
1081A
[Definite Game](#) · [Tutorial](#)
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- 8.**
1088A
[Ehab and another construction problem](#) · [Tutorial](#)
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[Madball's solution](#)
- 9.**
769A
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- 10.**
750A
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11.

551A

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12.

546A

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13.

513A

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14.

509A

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15.

490A

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16.

472A

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17.

467A

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18.

1468N

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19.

1505A

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20.

1110A

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21.

768A

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22.

549A

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23.

545A

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24.

519A

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25.

474A

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26.

1695B

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27.

1088B

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28.

641A

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29.

552A

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30.

500A

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31.

476A

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32.

1288A

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33.

103A

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34.

121A

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35.

638A

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36.

570A

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37.

545B

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38.

519B

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39.

478A

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40.

471A

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41.

467B

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42.

552B

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43.

1517B

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sortings

[Madball's solution](#)

44.

1495A

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45.

1491B

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46.

1097B

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47.

1091B

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48.

928A

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49.

769B

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50.

639A

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51.

546B

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52.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

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53.

474B

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54.

466A

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55.

1693A

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56.

1667A

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57.

1603A

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58.

132A

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59.

123A

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60.

1470A

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61.

1007A

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62.

924A

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63.

750B

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64.

640A

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65.

570B

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66.

545D

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67.

519C

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68.

509B

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69.

478B

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70.

476B

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71.

472B

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72.

471B

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73.

1468C

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74.

1628A

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75.

1517C

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76.

1505C

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77.

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78.

1103A

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79.

1097C

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80.

1091C

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81.

1088C

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82.

698A

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83.

928B

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84.

843A

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85.

550B

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86.

546C

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87.

518B

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88.

516A

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89.

514B

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90.

513B1

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91.

480A

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92.

470A

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93.

417C

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94.

417B

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95.

416A

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96.

1630A

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97.

1404A

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98.

128A

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99.

103B

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Quality: 10,655 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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100.

121B

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101.

1242A

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102.

1110C

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103.

1081C

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104.

1081B

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105.

643A

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106.

771A

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107.

638B

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108.

587A

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109.

555A

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[Madball's solution](#)

110.

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2015-06-24 · MS C++ (first AC) · Tags: combinatorics, dp, math

[Madball's solution](#)

111.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,139 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, math

[Madball's solution](#)

112.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,648 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Madball's solution](#)

113.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 1500 · first AC: 2015-05-19 · MS C++ (first AC) · Tags: dp, greedy

[Madball's solution](#)

114.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Madball's solution](#)

115.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · MS C++ (first AC) · Tags: greedy

[Madball's solution](#)

116.

490B

[Queue](#) · [Tutorial](#)

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

[Madball's solution](#)

117.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 1500 · first AC: 2014-04-17 · FPC (first AC) · Tags: dp, implementation, math

[Madball's solution](#)

118.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Madball's solution](#)

119.

518C

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

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-03-03 · last AC: 2023-02-05 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Madball's solution](#)

120.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-26 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp

[Madball's solution](#)

121.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-14 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[Madball's solution](#)

122.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · MS C++ 2017 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Madball's solution](#)

123.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Madball's solution](#)

124.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation, number theory

[Madball's solution](#)

125.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Madball's solution](#)

126.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Madball's solution](#)

127.

1098A

[Sum in the tree](#) · [Tutorial](#)

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

[Madball's solution](#)

128.

925A

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

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

[Madball's solution](#)

129.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Madball's solution](#)

130.

924B

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

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

[Madball's solution](#)

131.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[Madball's solution](#)

132.

524A

[A\\$>Ct=Ci6C0>, C\\$K Ct=C 5D\\$5 D0BC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: implementation

[Madball's solution](#)

133.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Madball's solution](#)

134.

763A

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

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

[Madball's solution](#)

135.

750C

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

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

[Madball's solution](#)

136.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Madball's solution](#)

137.

568A

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

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory

[Madball's solution](#)

138.

518A

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

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

[Madball's solution](#)

139.

500C

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

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

[Madball's solution](#)

140.

500B

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

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

[Madball's solution](#)

141.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2014-10-12 · MS C++ (first AC) · Tags: math

[Madball's solution](#)

142.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Madball's solution](#)

143.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, number theory

[Madball's solution](#)

144.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-07-07 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Madball's solution](#)

145.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Madball's solution](#)

146.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-26 · MS C++ 2017 (first AC) · Tags: data structures, implementation, math

[Madball's solution](#)

147.

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2021-11-25 · MS C++ 2017 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Madball's solution](#)

148.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math

[Madball's solution](#)

149.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Madball's solution](#)

150.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Madball's solution](#)

151.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[Madball's solution](#)

152.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Madball's solution](#)

153.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Madball's solution](#)

154.

925B

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

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

[Madball's solution](#)

155.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2018-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Madball's solution](#)

156.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Madball's solution](#)

157.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Madball's solution](#)

158.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[Madball's solution](#)

159.

524B

[BD>D\\$> CÔO CÔCÄOD\\$> Tutorial 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2017-03-17 · MS C++ (first AC) · Tags: dp, greedy

[Madball's solution](#)

160.

769C

[Cycle In Maze · Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Madball's solution](#)

161.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Madball's solution](#)

162.

656B

[Scrambled · Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special, implementation

[Madball's solution](#)

163.

590A

[Median Smoothing · Tutorial](#)

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

[Madball's solution](#)

164.

575D

[Tablecity · Tutorial](#)

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

[Madball's solution](#)

165.

533C

[Board Game · Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: games, greedy, implementation, math

[Madball's solution](#)

166.

518D

[Ilya and Escalator · Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-03-03 · MS C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Madball's solution](#)

167.

480B

[Long Jumps · Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

[Madball's solution](#)

168.

474D

[Flowers · Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: dp

[Madball's solution](#)

169.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: binary search, brute force, greedy, math

[Madball's solution](#)

170.

467C

[George and Job](#) · [Tutorial](#)

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

[Madball's solution](#)

171.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[Madball's solution](#)

172.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2022-03-12 · MS C++ 2017 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Madball's solution](#)

173.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-03-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy

[Madball's solution](#)

174.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Madball's solution](#)

175.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Madball's solution](#)

176.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2021-12-10 · MS C++ 2017 (first AC) · Tags: dp

[Madball's solution](#)

177.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: math

[Madball's solution](#)

178.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1800 · first AC: 2021-10-27 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Madball's solution](#)

179.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · MS C++ 2017 (first AC) · Tags: dp, graphs, shortest paths

[Madball's solution](#)

180.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Madball's solution](#)

181.

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, number theory

[Madball's solution](#)

182.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, greedy, implementation, shortest paths

[Madball's solution](#)

183.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Madball's solution](#)

184.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Madball's solution](#)

185.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Madball's solution](#)

186.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Madball's solution](#)

187.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Madball's solution](#)

188.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Madball's solution](#)

189.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: geometry

[Madball's solution](#)

190.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[Madball's solution](#)

191.

768C

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

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

[Madball's solution](#)

192.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Madball's solution](#)

193.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2016-03-21 · MS C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[Madball's solution](#)

194.

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs

[Madball's solution](#)

195.

575H

[Bots](#) · [Tutorial](#)

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

[Madball's solution](#)

196.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Madball's solution](#)

197.

533E

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

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

[Madball's solution](#)

198.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-19 · MS C++ (first AC) · Tags: dp, greedy

[Madball's solution](#)

199.

513G1

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

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

[Madball's solution](#)

200.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math
[Madball's solution](#)

201.

478C

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

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2014-10-16 · MS C++ (first AC) · Tags: greedy
[Madball's solution](#)

202.

471D

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

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2014-09-26 · MS C++ (first AC) · Tags: string suffix structures, strings
[Madball's solution](#)

203.

470B

[Hexakosioihexekontahexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special
[Madball's solution](#)

204.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Madball's solution](#)

205.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · last AC: 2022-05-07 · MS C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[Madball's solution](#)

206.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[Madball's solution](#)

207.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-12-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[Madball's solution](#)

208.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2021-11-25 · PyPy 3 (first AC) · Tags: binary search, brute force, math
[Madball's solution](#)

209.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Madball's solution](#)

210.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, number theory
[Madball's solution](#)

211.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Madball's solution](#)

212.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Madball's solution](#)

213.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Madball's solution](#)

214.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Madball's solution](#)

215.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Madball's solution](#)

216.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[Madball's solution](#)

217.

524C

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

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: binary search, sortings

[Madball's solution](#)

218.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Madball's solution](#)

219.

640B

[Seasons](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

220.

640F

[Primes in Interval](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

221.

582B

[Once Again...](#) · [Tutorial](#)

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

[Madball's solution](#)

222.

568B

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

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

[Madball's solution](#)

223.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-24 · MS C++ (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Madball's solution](#)

224.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[Madball's solution](#)

225.

549D

[Haar Features](#) · [Tutorial](#)

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

[Madball's solution](#)

226.

550D

[Regular Bridge](#) · [Tutorial](#)

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

[Madball's solution](#)

227.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · MS C++ (first AC) · Tags: binary search, data structures, dp, dsu

[Madball's solution](#)

228.

536B

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

Rating: 1900 · first AC: 2015-04-14 · MS C++ (first AC) · Tags: hashing, string suffix structures, strings

[Madball's solution](#)

229.

536A

[Tavas and Karafs](#) · [Tutorial](#)

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

[Madball's solution](#)

230.

500D

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

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

[Madball's solution](#)

231.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Madball's solution](#)

232.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Madball's solution](#)

233.

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special

[Madball's solution](#)

234.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-04-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, sortings

[Madball's solution](#)

235.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Madball's solution](#)

236.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Madball's solution](#)

237.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2021-11-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[Madball's solution](#)

238.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Madball's solution](#)

239.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Madball's solution](#)

240.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Madball's solution](#)

241.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Madball's solution](#)

242.

773B

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

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Madball's solution](#)

243.

640E

[Divisibility Check](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

244.

640C

[Array Sum](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

245.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special

[Madball's solution](#)

246.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special

[Madball's solution](#)

247.

533B

[Work Group](#) · [Tutorial](#)

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

[Madball's solution](#)

248.

516B

[Drazil and Tiles](#) · [Tutorial](#)

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

[Madball's solution](#)

249.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: binary search, data structures, two pointers

[Madball's solution](#)

250.

509E

[Pretty Song](#) · [Tutorial](#)

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

[Madball's solution](#)

251.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: dp, greedy, implementation

[Madball's solution](#)

252.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-05 · MS C++ 2017 (first AC) · Tags: data structures, dp

[Madball's solution](#)

253.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-26 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, games, math
[Madball's solution](#)

254.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2021-12-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy
[Madball's solution](#)

255.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2021-12-10 · MS C++ 2017 (first AC) · Tags: implementation
[Madball's solution](#)

256.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings
[Madball's solution](#)

257.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2021-11-10 · MS C++ 2017 (first AC) · Tags: brute force, data structures, sortings
[Madball's solution](#)

258.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[Madball's solution](#)

259.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities
[Madball's solution](#)

260.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[Madball's solution](#)

261.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Madball's solution](#)

262.

771C

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

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

263.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2017-03-17 · MS C++ (first AC) · Tags: greedy, two pointers

[Madball's solution](#)

264.

768E

[Game of Stones](#) · [Tutorial](#)

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

[Madball's solution](#)

265.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · MS C++ (first AC) · Tags: constructive algorithms, geometry

[Madball's solution](#)

266.

640D

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

Rating: 2100 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

267.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-01 · MS C++ (first AC) · Tags: *special

[Madball's solution](#)

268.

587B

[Duff in Beach](#) · [Tutorial](#)

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

[Madball's solution](#)

269.

575F

[Bulbo](#) · [Tutorial](#)

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

[Madball's solution](#)

270.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2015-06-12 · MS C++ (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Madball's solution](#)

271.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-05-23 · MS C++ (first AC) · Tags: flows, graphs, math

[Madball's solution](#)

272.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Madball's solution](#)

273.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Madball's solution](#)

274.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-07 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Madball's solution](#)

275.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-04-05 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Madball's solution](#)

276.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings, two pointers

[Madball's solution](#)

277.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Madball's solution](#)

278.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Madball's solution](#)

279.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, math

[Madball's solution](#)

280.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Madball's solution](#)

281.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Madball's solution](#)

282.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Madball's solution](#)

283.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Madball's solution](#)

284.

925C

[Big Secret](#) · [Tutorial](#)

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

[Madball's solution](#)

285.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Madball's solution](#)

286.

640G

[Hungarian Notation](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[Madball's solution](#)

287.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2015-10-25 · MS C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Madball's solution](#)

288.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · MS C++ (first AC) · Tags: data structures, trees

[Madball's solution](#)

289.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Madball's solution](#)

290.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-08 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Madball's solution](#)

291.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-28 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math

[Madball's solution](#)

292.

509D

[Restoring Numbers](#) · [Tutorial](#)

Quality: 815 global accepts · Rating: 2200 · first AC: 2015-01-31 · MS C++ (first AC) · Tags: constructive algorithms, math

[Madball's solution](#)

293.

506B

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

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

[Madball's solution](#)

294.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Madball's solution](#)

295.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · MS C++ 2017 (first AC) · Tags: graphs, greedy, shortest paths

[Madball's solution](#)

296.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Madball's solution](#)

297.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-14 · MS C++ 2017 (first AC) · Tags: dp, greedy, math, number theory

[Madball's solution](#)

298.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2021-11-25 · MS C++ 2017 (first AC) · Tags: dp, math

[Madball's solution](#)

299.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Madball's solution](#)

300.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, greedy

[Madball's solution](#)

301.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Madball's solution](#)

302.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Madball's solution](#)

303.

772C

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

Quality: 1,451 global accepts · Rating: 2300 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Madball's solution](#)

304.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-26 · MS C++ (first AC) · Tags: binary search, graphs, greedy

[Madball's solution](#)

305.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-08 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Madball's solution](#)

306.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

[Madball's solution](#)

307.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[Madball's solution](#)

308.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2022-03-12 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Madball's solution](#)

309.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Madball's solution](#)

310.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-26 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, games, math

[Madball's solution](#)

311.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: data structures

[Madball's solution](#)

312.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Madball's solution](#)

313.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Madball's solution](#)

314.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Madball's solution](#)

315.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Madball's solution](#)

316.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[Madball's solution](#)

317.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Madball's solution](#)

318.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-26 · MS C++ 2017 (first AC) · Tags: dp, math

[Madball's solution](#)

319.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-12-23 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Madball's solution](#)

320.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, probabilities, trees

[Madball's solution](#)

321.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Madball's solution](#)

322.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-10-27 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Madball's solution](#)

323.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Madball's solution](#)

324.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special

[Madball's solution](#)

325.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Madball's solution](#)

326.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Madball's solution](#)

327.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

328.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Madball's solution](#)

329.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation

[Madball's solution](#)

330.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Madball's solution](#)

331.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Madball's solution](#)

332.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Madball's solution](#)

333.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Madball's solution](#)

334.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Madball's solution](#)

335.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Madball's solution](#)

336.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Madball's solution](#)

337.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Madball's solution](#)

338.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Madball's solution](#)

339.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-12-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, geometry, sortings

[Madball's solution](#)

340.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Madball's solution](#)

341.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[Madball's solution](#)

342.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Madball's solution](#)

343.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

344.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

345.

101623K

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

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

346.

101623G

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

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

347.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

348.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

349.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

350.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

351.

104872D

[a. ab. ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

352.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

353.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

354.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

355.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

356.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

357.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

358.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

359.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

360.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

361.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math

[Madball's solution](#)

362.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-05 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive

[Madball's solution](#)

363.

101636H

[A..3D 0 C l u t ò 4 T](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

364.

101636F

[Aô0004C<C,,O 2](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

365.

101636J

[B·0012G15D:5CÔ8CR A C¤>CòLDô<C€](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

366.

101636B

[AàBÇ¤@ D´BD´9 C¤CC >C](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

367.

101636D

[B >0\\$?C 4C ND”8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

368.

101636E

[A45D¤>CDAC¤0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

369.

101636G

[A Total](#)

Rating: — · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

370.

101636C

[A5C0DC,,3D4@C FC,,>C0=D'9 DD0C”;](#)

Rating: — · first AC: 2025-04-22 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

371.

101636K

[B <C,HCT=C0>CR ?D >C,,7C\\$5CD5C08CP](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

372.

101636L

[A@CäAD\\$KCR AD4DDD8CäAD°](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

373.

101636M

[A\\$DäAD\\$0C0>C\\$;CT=C,,5 C0>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

374.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Madball's solution](#)

375.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[Madball's solution](#)

376.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[Madball's solution](#)

377.

2095F

[!S Cæb 0B \\$äbICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, math

[Madball's solution](#)

378.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[Madball's solution](#)

379.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory

[Madball's solution](#)

380.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Madball's solution](#)

381.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Madball's solution](#)

382.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Madball's solution](#)

383.

100044B

[At the End of the Day · Tutorial](#)

Rating: — · first AC: 2023-12-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

384.

100044I

[A Simple Problem · Tutorial](#)

Rating: — · first AC: 2023-12-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

385.

100044C

[Balls and Boxes · Tutorial](#)

Rating: — · first AC: 2023-12-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

386.

102443G

[Too Many Hyphens · Tutorial](#)

Rating: — · first AC: 2023-12-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

387.

102443D

[Guess the Path · Tutorial](#)

Rating: — · first AC: 2023-12-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

388.

102443B

[Blocking the View · Tutorial](#)

Rating: — · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

389.

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2023-12-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

390.

102443C

[Fermat's Last Theorem · Tutorial](#)

Rating: — · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

391.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

392.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

393.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

394.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

395.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

396.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

397.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

398.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

399.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

400.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

401.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

402.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

403.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

404.

103561J

[Dinner Reservations for One](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

405.

103561I

[Dinner Date](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

406.

103561H

[Carmen's Custom M&Ms](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

407.

103561G

[Radiant Ruby](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

408.

103561F

[Summit Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

409.

103561E

[Changing Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

410.

103561D

[City View](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

411.

103561C

[Cinder](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

412.

103585H

[Sling Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

413.

103585K

[Ceiba Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

414.

103585J

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

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

415.

103585I

[Baobab](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

416.

103585G

[Perfect Cacti: Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

417.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

418.

103585E

[Truffula Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

419.

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

420.

103648L

[Communist Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

421.

103648I

[Adeleke's Bird Flocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

422.

103648K

[Food Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

423.

103648H

[Fledgling Fight](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

424.

103648G

[Dove Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

425.

103648F

[Firebird](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

426.

103648E

[Bird Watching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

427.

103648D

[Parrot Riddles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

428.

103625J

[Pirate Races](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

429.

103625H

[X Marks the Spot](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

430.

103625I

[Redbeard's Trials](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

431.

103625G

[Current Objective: Survive](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

432.

103625F

[Sinking Ship](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

433.

103625E

[Dead Man's Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

434.

103625D

[Gold Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

435.

103625C

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

436.

103604I

[River](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

437.

103604K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

438.

103604J

[Shelters](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

439.

103604C

[TimeToFarm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

440.

103604L

[Uranium](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

441.

103604A

[CoinFlip](#) · [Tutorial](#)

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442.

103604E

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443.

103604B

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444.

103604H

[Magic Powers](#) · [Tutorial](#)

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445.

103604G

[Parenthesis](#) · [Tutorial](#)

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446.

103640A

[Ancient Towers](#) · [Tutorial](#)

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447.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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448.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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449.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · MS C++ 2017 (first AC) · Tags: —

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450.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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451.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

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452.

103640K

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453.

103637H

[Hockey championship](#) · [Tutorial](#)

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454.

103637F

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

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455.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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456.

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

457.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

458.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

459.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

460.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

461.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

462.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

463.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

464.

103495H

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

465.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

466.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

467.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

468.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

469.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

470.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

471.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

472.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

473.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

474.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

475.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

476.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

477.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

478.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

479.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

480.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

481.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

482.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

483.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

484.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

485.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

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486.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

487.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

488.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

489.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

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490.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

491.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

492.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

493.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

494.

100585F

[A 5C08\\$KC' ED44Cä6C08C](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

495.

100585I

[A\\$5C08=0Dò CT@C`OC04D :C O B BCT=C](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

496.

100585K

[A 5D;D6=CDAC#8C' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

497.

100585B

[A5C08D](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

498.

100585A

[A7C0Dä<CäCC4>C`LC08C#8 A#0C`5C\\$8Dt0](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

499.

100585E

[A#0D:BC](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

500.

100585D

[B 5Cä@C40C08Ct0Dd8Dò 7C 2Cä4C](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

501.

100585H

[AöDfBD >C":C D 5CÄ;Dö](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

502.

100585C

[B,5CmC'0CD=C O C,,3D 0](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

503.

100585J

[A8CÖjD\\$5C BD K C" CT@C'OCÔ4C,,8](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

504.

100585G

[B4D5G6;CT=C,,5 CäED 0CÔ=D'E D >Cä@D46CT=C,,9](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

505.

100345C

[Electricity 2 · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

506.

100345A

[BibTeX · Tutorial](#)

Rating: — · first AC: 2022-02-26 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

507.

100345E

[New Mayors · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

508.

100345I

[Segment Transformation · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

509.

100345H

[Settling the Universe Up · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

510.

100345G

[Pulp Fiction · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

511.

100345D

[Currency Exchange · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

512.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

513.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

514.

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

515.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

516.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

517.

100357B

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

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

518.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

519.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

520.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

521.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

522.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

523.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

524.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

525.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

526.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

527.

100363I

[Railroad Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

528.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

529.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

530.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

531.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

532.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

533.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

534.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

535.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

536.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

537.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

538.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

539.

100790F

[Prohibición de fumar](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

540.

100790G

[Pyramid Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

541.

100790C

[Bus Clock Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

542.

100790H

[Hack around the Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

543.

100790A

[Arbitrage?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

544.

100790D

[Measuring Problem Difficulty](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

545.

100790I

[God Save the i-th Queen](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

546.

100790E

[The Easiest Problem is This One](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

547.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

548.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

549.

100402D

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

Rating: — · first AC: 2022-01-15 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

550.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

551.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

552.

100402F

[Reversing Prefixes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

553.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

554.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

555.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

556.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

557.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

558.

100417F

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

Rating: — · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

559.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

560.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

561.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

562.

100490E

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

Rating: — · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

563.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

564.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

565.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

566.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

567.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

568.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

569.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

570.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

571.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

572.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

573.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

574.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

575.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

576.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

577.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

578.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

579.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

580.

100491B

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

581.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

582.

100039H

[A = @ C r A C ^ > - D t Q D = D ^ 5 C D 5 D 5 C \\$ L D ö](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

583.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

584.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

585.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

586.

102835I

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

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

587.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

588.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

589.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

590.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

591.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

592.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

593.

100492J

[Jumbo World](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

594.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

595.

100492C

[Collision Detection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

596.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

597.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

598.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

599.

100492H

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

600.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

601.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

602.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

603.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

604.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

605.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

606.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

607.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

608.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

609.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

610.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

611.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

612.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

613.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · PyPy 3-64 (first AC) · Tags: —

[Madball's solution](#)

614.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

615.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

616.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

617.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

618.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

619.

100496G

[Genome Research](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · last AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

620.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

621.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

622.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

623.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

624.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

625.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

626.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · last AC: 2021-11-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

627.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

628.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

629.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

630.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

631.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

632.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

633.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

634.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

635.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

636.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

637.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

638.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

639.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

640.

100517G

[Grid Wire Layout](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

641.

100517D

[Defend the Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

642.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

643.

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

644.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

645.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

646.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

647.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

648.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

649.

103371C

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

Rating: — · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

650.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

651.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

652.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

653.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

654.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

655.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

656.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

657.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

658.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

659.

103351H

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

660.

103351D

[Set game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

661.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

662.

103351I

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

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

663.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

664.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

665.

103037H

[Symphony](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

666.

103037J

[Bohemian Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

667.

103037I

[Creati](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

668.

103037F

[Ice-T](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

669.

103037E

[Algo's Rhythm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

670.

103037G

[Scale Goodness](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

671.

103037D

[Melodic Harmonies II](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

672.

103037C

[Melodic Harmonies I](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

673.

100761G

[Gena's Soul Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

674.

100761J

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

675.

100761K

[Kola](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

676.

100761C

[Coach's Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

677.

100761F

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

678.

100761L

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

679.

100761E

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

680.

100761N

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

681.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · last AC: 2021-10-16 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

682.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

683.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

684.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

685.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

686.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Madball's solution](#)

687.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

688.

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

689.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

690.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

691.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

692.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

693.

100524A

[Astronomy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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694.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

695.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

696.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

697.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

698.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

699.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

700.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

701.

100074A

[A\\$BCTeCÔ0Dò C=0CD5CÄ8Dö](#)

Rating: — · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

702.

100074G

[B U0t40T;Dö5CÄKCR @ C 7C 8CT=C,,O](#)

Rating: — · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

703.

100074C

[AD50\(0D\\$0, A=0Cö?C Ä A´OCÄ1CD0](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

704.

100074F

[A4>ÜsCD=D´9 DD5D 7DÂ =C =CäAC,,B CäBC\\$5D\\$=D´9 D44C @](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

705.

100074D

[A=0Cö=C°](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

706.

100074B

[B CCÄC 1CT;C,,BCT;CT9 — 2](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

707.

100074I

[B U0t40äFC\\$5D\\$=C O C 0D,,=Dö](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

708.

100074E

[Aö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

709.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

710.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

711.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

712.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

713.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

714.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

715.

103119L

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

Rating: — · first AC: 2021-09-26 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

716.

100073J

[ASBC1c45C`LCÂ "CT;C`L](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

717.

100073D

[A\\$AD\\$@ CTBC,,BDÄADò 2 D 5D 5CD8CÔ\\$](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

718.

100073C

[B ?C,GC#8 CD5D\\$OCÂ =CR 8C4@D4HC#0!](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

719.

100073G

[AD>D>C48, CD>D >C48...](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

720.

100073F

[Ad5Cf5Ct=D`5 CD>D >C48](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

721.

100073A

[B T00\\$#Cä<CT@CÔ>CR @C AC6@CT4CT;CT=C,,5](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

722.

100073H

[A.,3D0iC" AC`>C\\$0](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

723.

100073E

[B UD0D10D :C :D41C,,:Cä2](#)

Rating: — · first AC: 2021-09-25 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

724.

100073B

[A;DäG](#)

Rating: — · first AC: 2021-09-25 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

725.

100073I

[BD8040D =Cä5 C#0D\\$0CÔ8CP](#)

Rating: — · first AC: 2021-09-25 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

726.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

727.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

728.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

729.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

730.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

731.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

732.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

733.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

734.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

735.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

736.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

737.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

738.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

739.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

740.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

741.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

742.

100248L

[Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

743.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

744.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

745.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

746.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

747.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

748.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

749.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

750.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

751.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

752.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

753.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

754.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

755.

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

756.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

757.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

758.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

759.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

760.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

761.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

762.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

763.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

764.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

765.

102460G

[Optimal Selection](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

766.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

767.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

768.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

769.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

770.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

771.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

772.

100185E

[Hogwarts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

773.

100185G

[Forest Highway](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

774.

100185D

[Chicken Joggers](#) · [Tutorial](#)

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

[Madball's solution](#)

775.

100185C

[Vacuum Tubes](#) · [Tutorial](#)

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

[Madball's solution](#)

776.

100185H

[FreeCell](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

777.

100185A

[Car Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

778.

100185F

[Bank Queue](#) · [Tutorial](#)

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

[Madball's solution](#)

779.

100185B

[Peragrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

780.

100185I

[Flag Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

781.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

782.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

783.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

784.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

785.

103104H

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

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

786.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

787.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

788.

103104B

[Mr.X and Reviewing Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

789.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

790.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

791.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

792.

100212H

[Periodic Tilings](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

793.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

794.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

795.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

796.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

797.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

798.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

799.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

800.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

801.

103069A

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

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

802.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

803.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

804.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

805.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

806.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

807.

100431A

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

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

808.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

809.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

810.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

811.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

812.

100210F

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

Rating: — · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

813.

100210A

[Crazy Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

814.

100210E

[Fibonacci Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

815.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

816.

100210G

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

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

817.

100210B

[Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

818.

100810B

[Calendar of Events](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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819.

100810I

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820.

100810D

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821.

100810C

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822.

100810H

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823.

100810F

[Money Money Money, Must Be Funny](#) · [Tutorial](#)

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824.

100810G

[Railway Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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825.

100810E

[Corporate Identity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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826.

100016E

[Map Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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827.

100016I

[Lies, Damned Lies and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

828.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

829.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

830.

100735C

[Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

831.

100735F

[Ellipses](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

832.

100735D

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

Rating: — · first AC: 2021-06-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

833.

100735A

[Strong parentheses sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

834.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

835.

100735B

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

Rating: — · first AC: 2021-06-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

836.

100735E

[Restore](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

837.

100735G

[LCS Revised](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

838.

100735I

[Yet another A + B](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

839.

100024B

[B5D=C&101CT;D'9 C^>D >C'L](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

840.

100024G

[A <CT@G,,:C =D :C,,9 C&8D >C2 ”•](#)

Rating: — · first AC: 2021-06-19 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

841.

100024F

[Hobbit's party](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

842.

100024I

[A 5D\\$0DäIC,,5 D,,0D K](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

843.

100024A

[B 0D0D :C :C\\$0CD@C BC](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

844.

100024E

[B0Cj3D 0D@](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

845.

100024H

[B,,0D K C@D43Cä<](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

846.

100024D

[A0C0DäD'9 C4=Cä<](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

847.

100024J

[A..3D×C\\$>C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

848.

100024C

[A5D12Cä@CäBD°](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

849.

100739K

[Easy vector · Tutorial](#)

Rating: — · first AC: 2021-06-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

850.

100739D

[Board · Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

851.

100739A

[Queries · Tutorial](#)

Rating: — · first AC: 2021-06-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

852.

100739F

[What were those numbers? · Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

853.

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

854.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

855.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

856.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

857.

100741E

[Slicing cheese](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

858.

100741J

[Empty Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

859.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

860.

100741G

[Yet Another Median Task](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

861.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

862.

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

863.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

864.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

865.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

866.

103055D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

867.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

868.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

869.

103055F

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

Rating: — · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

870.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

871.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

872.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

873.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

874.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

875.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

876.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

877.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

878.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

879.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

880.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

881.

100151G

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

882.

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

883.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

884.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

885.

100151L

[Multiswap Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

886.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

887.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

888.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

889.

100725C

[Crankshaft](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

890.

100725D

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

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

891.

100725K

[Key Insertion](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

892.

100725B

[Banal Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

893.

100725H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

894.

100725G

[Greatest Common Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

895.

100725F

[Factoring a Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

896.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

897.

100204G

[Network Wars](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

898.

100204C

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

Rating: — · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

899.

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

900.

100204F

[Little Mammoth](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

901.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

902.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

903.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

904.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

905.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

906.

102992H

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

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

907.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

908.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

909.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

910.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

911.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

912.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · last AC: 2021-03-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

913.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

914.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

915.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

916.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

917.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

918.

1002768

[AÓBtúáDóö](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

919.

1002765

[BÔÿCTrãD\\$@Cä=CÔ0Dò :CÔ8C40](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

920.

1002761

[ÄÄ=0ä3CäAD\\$CC65CÔGC BC O D 0C#5D\\$0](#)

Rating: — · first AC: 2021-03-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

921.

1002769

[ÄÄ000CÄ D 8Dd0DdCCT2C 2Cä7C\\$@C IC 5D\\$ADö](#)

Rating: — · first AC: 2021-03-07 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

922.

10027610

[B 5DD>D<C =C 6CT;CT7CÔ>C' 4Cä@Cä3CP](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

923.

1002764

[A"110ä6C#5](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

924.

1002763

[BD>D\\$|CD;Dò 3C 7CTBD°](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

925.

100287B

[Billing Tables · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

926.

100287A

[ASCII Art · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

927.

100287E

[Exchange · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

928.

100287C

[Cellular Automaton · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

929.

100287I

[Interconnect · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

930.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

931.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

932.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

933.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

934.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

935.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

936.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

937.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

938.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

939.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

940.

100506C

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

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

941.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

942.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

943.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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944.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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945.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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946.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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947.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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948.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

949.

100523A

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

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

950.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

951.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

952.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

953.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

954.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

955.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

956.

100723F

[Flight Safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

957.

100723J

[Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

958.

100723B

[March of the Penguins](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

959.

100723G

[Summits](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

960.

100723H

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

961.

100723E

[Escape from Enemy Territory](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

962.

100723C

[Containers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

963.

100723I

[Tower Parking](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

964.

100723A

[Assemble](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

965.

100624G

[Jewel heist](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

966.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

967.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

968.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

969.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

970.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

971.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

972.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

973.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

974.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

975.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

976.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

977.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

978.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

979.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

980.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

981.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

982.

101648C

[Collecting Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

983.

101648D

[Drawing Windows](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

984.

100418F

[Sexless marriage agency](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

985.

100194I

[A@D<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

986.

100194J

[A00D#C,,8](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

987.

100194A

[AÄ0048D#5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

988.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

989.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

990.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

991.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

992.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

993.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

994.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

995.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

996.

101413C

[Towns along a Highway](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

997.

101413G

[Test Case Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

998.

101413H

[Where's Wally](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

999.

101413I

[Intersection of Two Prisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1000.

101413D

[Awkward Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1001.

101413F

[Find the Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1002.

101413B

[Balloon Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1003.

101413A

[Membership Management](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1004.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · last AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1005.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1006.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1007.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1008.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1009.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1010.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1011.

101063G

[Job List](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1012.

101063A

[Giant Snail Maze](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1013.

101063I

[Lazy Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1014.

101063B

[Martian Sunrise](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1015.

101063K

[Dire, Dire Docks](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1016.

101063J

[The Keys](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1017.

101063C

[Sleep Buddies](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1018.

101063H

[Reporting on Mars](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1019.

101063F

[Bandejao](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1020.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1021.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1022.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1023.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1024.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1025.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1026.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1027.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1028.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1029.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\) · Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1030.

101086H

[Another Square in the Floor · Tutorial](#)

Rating: — · first AC: 2020-09-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1031.

101234D

[Forest Game · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1032.

101234F

[Lonely Dreamoon 2 · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1033.

101234J

[Zero Game · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1034.

101234H

[Split Game · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1035.

101234C

[Crazy Dreamoon · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1036.

101234G

[Dreamoon and NightMarket · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1037.

101234A

[Hacker Cups and Balls · Tutorial](#)

Rating: — · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1038.

102465G

[Strings · Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1039.

101485G

[Guessing Camels · Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1040.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1041.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1042.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1043.

101485K

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

Rating: — · first AC: 2020-09-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1044.

101485J

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

Rating: — · first AC: 2020-09-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1045.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1046.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-03 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1047.

101657G

[Locksmith](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1048.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · last AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1049.

101657J

[Stupendous Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1050.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · last AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1051.

101615H

[Avoiding Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1052.

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1053.

101615I

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

Rating: — · first AC: 2020-08-29 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1054.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1055.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1056.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1057.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1058.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1059.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1060.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1061.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1062.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1063.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1064.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1065.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1066.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1067.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1068.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1069.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1070.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1071.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1072.

100526C

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

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1073.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1074.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1075.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1076.

100526I

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

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1077.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1078.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1079.

101655J

[Janeway's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1080.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1081.

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1082.

101655I

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

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1083.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1084.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1085.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1086.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1087.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1088.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1089.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1090.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1091.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1092.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1093.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1094.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1095.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1096.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1097.

101564F

[Jumping monkey](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1098.

101564H

[Assembly line](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1099.

101564D

[Fake scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1100.

101564G

[Sensor network](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1101.

101564J

[3-sided dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1102.

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1103.

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1104.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1105.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1106.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1107.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1108.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1109.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1110.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1111.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1112.

101657E

[LatticeLand](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1113.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1114.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1115.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

1116.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1117.

101657A

[Good or Bad? · Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1118.

101608J

[Efficiency Test · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1119.

101608E

[Robot I - Instruction Reduction · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1120.

101608D

[Test Cases · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1121.

101608H

[Gas Stations · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1122.

101608G

[WiFi Password · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1123.

101608M

[Winning Cells · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1124.

101608C

[A message for you! · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1125.

101608B

[OverCode · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1126.

101608A

[Chrome Tabs · Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1127.

100827D

[Function · Tutorial](#)

Rating: — · first AC: 2020-08-01 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

1128.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1129.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1130.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1131.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1132.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1133.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1134.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1135.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1136.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1137.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1138.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1139.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1140.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1141.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1142.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1143.

100554G

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

Rating: — · first AC: 2020-07-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1144.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1145.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1146.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1147.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1148.

100554I

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

Rating: — · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1149.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1150.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1151.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1152.

102192D

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

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1153.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1154.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1155.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1156.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1157.

102014F

[Directional Resemblance](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1158.

102014G

[Longest Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1159.

102014D

[Clock Hands](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

1160.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1161.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1162.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1163.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1164.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1165.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1166.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1167.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1168.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1169.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-09 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1170.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · MS C++ 2017 (first AC) · Tags: *special

[Madball's solution](#)

1171.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · MS C++ 2017 (first AC) · Tags: *special, math, number theory

[Madball's solution](#)

1172.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[Madball's solution](#)

1173.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Madball's solution](#)

1174.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · MS C++ 2017 (first AC) · Tags: *special, bitmasks

[Madball's solution](#)

1175.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[Madball's solution](#)

1176.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1177.

100460J

[Shards of the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1178.

100460D

[Make It Through Your Way](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1179.

101191H

[Spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Madball's solution](#)

1180.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · last AC: 2020-03-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1181.

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · last AC: 2020-03-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1182.

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1183.

100703D

[Draconian Actions](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1184.

100703C

[Aerotaxi](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1185.

100637D

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1186.

100637A

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1187.

100637C

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: —

[Madball's solution](#)

1188.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1189.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · last AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1190.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1191.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1192.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1193.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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1194.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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1195.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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1196.

101411A

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1197.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1198.

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1199.

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1200.

102137E

[BFG9000](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1201.

102137I

[A2D0@D\\$8D C C, 4C GD2 2 C@C,,4C GD0](#)

Rating: — · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1202.

102137D

[AD>0@Câ ?Câ6C ;Câ2C BDÂ 2 A B4 B](#)

Rating: — · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1203.

102137C

[AD>CÂD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2019-04-20 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1204.

102137H

[AÂ>0@Câ<CT@C](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1205.

102137G

[A=BCa?Cä1CT4C,,B?](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1206.

102137K

[A\\$J06G| 8 Cä2DdK](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1207.

102137J

[A000\\$D,,5D BC\\$8Dò C =C€](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1208.

102137B

[B43046| 9 Dt8D ;Cä](#)

Rating: — · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1209.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1210.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1211.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1212.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1213.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1214.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1215.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1216.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1217.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1218.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1219.

101471C

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

Rating: — · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1220.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1221.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1222.

101471I

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

Rating: — · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1223.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1224.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1225.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1226.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1227.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · MS C++ 2017 (first AC) · Tags: —

[Madball's solution](#)

1228.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1229.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1230.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1231.

101591D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1232.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1233.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1234.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1235.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1236.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1237.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1238.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1239.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1240.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1241.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1242.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1243.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1244.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1245.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1246.

101775G

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

Rating: — · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1247.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1248.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1249.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1250.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1251.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1252.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1253.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1254.

100425E

[The Street Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1255.

100425D

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1256.

100425A

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

Rating: — · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1257.

100425H

[Football Bets](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1258.

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1259.

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1260.

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1261.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1262.

101755K

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Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1263.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1264.

101755C

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Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1265.

101755L

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

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1266.

101755M

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Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1267.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1268.

101755E

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

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1269.

101755A

[Restoring Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1270.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1271.

100202C

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1272.

100202E

[Maps](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1273.

100202I

[Stable Sets](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1274.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1275.

100202D

[Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Madball's solution](#)

1276.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1277.

100202G

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1278.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1279.

101605G

[Planning of the Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1280.

101605A

[Build the number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1281.

101605C

[Energy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1282.

101605I

[Rest Before The Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1283.

101605F

[Numerical Input Verication](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1284.

101605K

[Travelling Salesman Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1285.

100201D

[Yet Another Digit](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1286.

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1287.

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1288.

100200C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1289.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1290.

100200D

[Linear Programming Dual](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1291.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1292.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1293.

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1294.

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1295.

100198A

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1296.

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1297.

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1298.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1299.

101487C

[Casting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1300.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1301.

101487I

[Insults](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1302.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1303.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1304.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1305.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1306.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-02 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1307.

101504C

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1308.

101504H

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1309.

101504F

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1310.

101504G

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

Rating: — · first AC: 2017-10-14 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1311.

101470G

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1312.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1313.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1314.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1315.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1316.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1317.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1318.

101484H

[Eating Pie](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1319.

101484K

[Counting Good Teams](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1320.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1321.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1322.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1323.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1324.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1325.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1326.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1327.

101484J

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

Rating: — · first AC: 2017-09-09 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1328.

101412E

[Sliding Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1329.

101412H

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

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1330.

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1331.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1332.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1333.

101412I

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

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1334.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1335.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1336.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1337.

101409F

[Filter-Art](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1338.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1339.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1340.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1341.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1342.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1343.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1344.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1345.

101411I

[Illumination of Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1346.

101411J

[Journal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1347.

101411G

[Game for Little Johnny](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1348.

101411H

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1349.

101411C

[Courier's Route](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1350.

101411E

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

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1351.

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1352.

101411F

[Figure ans Spots](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1353.

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1354.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1355.

101411B

["Bulls and Cows"](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1356.

101365H

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1357.

101365D

[Real Fun](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1358.

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1359.

101365E

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1360.

101373D

[At04@D47C=0 DD0C";C](#)

Rating: — · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1361.

101373E

[B40rD65CÂ FC,,DD K](#)

Rating: — · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1362.

101373B

[B U0r0,GC0KCR BD4@C08D K](#)

Rating: — · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1363.

101373C

[A5DTeCd8CR 8D ?Cä;C08D\\$5C`8](#)

Rating: — · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1364.

101373G

[1234](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-20 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1365.

101373F

[A50D BC,,=D°](#)

Rating: — · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1366.

101373A

[A00Cdk0,BCR 6†-g@](#)

Rating: — · first AC: 2017-05-20 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1367.

101341I

[Matrix God](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1368.

101341L

[High Probability Cast](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1369.

101341J

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

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1370.

101341F

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1371.

101341K

[Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1372.

101341E

[Bonuses and Teleports](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1373.

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1374.

101341G

[I love Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1375.

101341M

[Last Man Standing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1376.

101341H

[Perfect Ban](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1377.

101341B

[Pursuing the Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1378.

101341C

[Urn with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1379.

101341D

[Jumps](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1380.

101156I

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

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1381.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1382.

101156K

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

Rating: — · first AC: 2017-03-11 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1383.

101156E

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

Rating: — · first AC: 2017-03-11 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1384.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1385.

101156B

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

Rating: — · first AC: 2017-03-11 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1386.

101136G

[A4x01aC\\$>C`>CÄ:C](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1387.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1388.

101136B

[A5CÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1389.

101136K

[B\\$OCÖ0,CÄÖDt8 C, `8D :C`NDt0DäiCT5 C,,;C`°](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1390.

101136J

[B\\$@04CÖ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1391.

101136I

[Aä?CT@C FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1392.

101136D

[BÔAÇu0C`0D\\$>D](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1393.

101136H

[«A#BCäFCäGCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1394.

101136A

[A->0\(0D\),>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1395.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1396.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1397.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1398.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1399.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1400.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1401.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1402.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1403.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · last AC: 2017-02-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1404.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1405.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1406.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1407.

101196D

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

Rating: — · first AC: 2017-02-20 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1408.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1409.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1410.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-20 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1411.

100084D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1412.

100084F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1413.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1414.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1415.

100084A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-19 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1416.

101187D

[IQ D\\$5DcBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1417.

101187C

[A45DèD`5 C`KCd8](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1418.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1419.

101187I

[AäDíGcÔKc' <C ;DÄGC,,:](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1420.

101187K

[«A,,ACD;DäG ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKc' CCD0D](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1421.

101187F

[A7CQCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Madball's solution](#)

1422.

101187A

[A7CQCT>D\\$KCR AC`8D\\$;C€](#)

Rating: — · first AC: 2016-12-23 · last AC: 2017-02-17 · Python 3 (first AC) · Tags: —

[Madball's solution](#)

1423.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1424.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1425.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1426.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1427.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1428.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1429.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-12 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1430.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1431.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1432.

101174F

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

Rating: — · first AC: 2017-01-27 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1433.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1434.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · Java 8 (first AC) · Tags: —

[Madball's solution](#)

1435.

101191J

[Soldier's life](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1436.

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1437.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1438.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1439.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1440.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-22 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1441.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: —

[Madball's solution](#)

1442.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · MS C++ (first AC) · Tags: —

[Madball's solution](#)

1443.

101206J

[Worried School](#) · [Tutorial](#)

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