

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

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Unique solved — Marcin smu

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

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

Filters: none

Count: 1,417

- 1.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Marcin smu's solution](#)
- 2.**
2044A
[Easy Problem](#) · [Tutorial](#)
Quality: 61,215 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Marcin smu's solution](#)
- 3.**
1810B
[Candies](#) · [Tutorial](#)
Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Marcin smu's solution](#)
- 4.**
1810A
[Beautiful Sequence](#) · [Tutorial](#)
Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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- 5.**
1774A
[Add Plus Minus Sign](#) · [Tutorial](#)
Quality: 23,531 global accepts · Rating: 800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Marcin smu's solution](#)
- 6.**
1782A
[Parallel Projection](#) · [Tutorial](#)
Rating: 800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Marcin smu's solution](#)
- 7.**
1530A
[Binary Decimal](#) · [Tutorial](#)
Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Marcin smu's solution](#)
- 8.**
1530B
[Putting Plates](#) · [Tutorial](#)
Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Marcin smu's solution](#)
- 9.**
1534A
[Colour the Flag](#) · [Tutorial](#)
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Marcin smu's solution](#)

10.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

11.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Marcin_smu's solution](#)

12.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marcin_smu's solution](#)

13.

1408A

[Circle Coloring](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

14.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Marcin_smu's solution](#)

15.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Marcin_smu's solution](#)

16.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

17.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marcin_smu's solution](#)

18.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Marcin_smu's solution](#)

19.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · last AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Marcin_smu's solution](#)

20.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marcin_smu's solution](#)

21.

1146A

[Love "A" · Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marcin_smu's solution](#)

22.

1097A

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

Quality: 43,809 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Marcin_smu's solution](#)

23.

1056A

[Determine Line · Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

24.

1028A

[Find Square · Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

25.

1017A

[The Rank · Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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26.

932A

[Palindromic Supersequence · Tutorial](#)

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

27.

908A

[New Year and Counting Cards · Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marcin_smu's solution](#)

28.

859A

[Declined Finalists · Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

29.

755A

[PolandBall and Hypothesis · Tutorial](#)

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

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30.

750A

[New Year and Hurry · Tutorial](#)

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Marcin_smu's solution](#)

31.

513A

[Game](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

32.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: implementation

[Marcin_smu's solution](#)

33.

472A

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

Quality: 70,774 global accepts · Rating: 800 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

34.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Marcin_smu's solution](#)

35.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation

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36.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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37.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

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38.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Marcin_smu's solution](#)

39.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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40.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marcin_smu's solution](#)

41.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

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- 42.**
1025A
[Doggo Recoloring](#) · [Tutorial](#)
Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Marcin_smu's solution](#)
- 43.**
981A
[Antipalindrome](#) · [Tutorial](#)
Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Marcin_smu's solution](#)
- 44.**
914A
[Perfect Squares](#) · [Tutorial](#)
Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Marcin_smu's solution](#)
- 45.**
913A
[Modular Exponentiation](#) · [Tutorial](#)
Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marcin_smu's solution](#)
- 46.**
863A
[Quasi-palindrome](#) · [Tutorial](#)
Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Marcin_smu's solution](#)
- 47.**
768A
[Oath of the Night's Watch](#) · [Tutorial](#)
Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[Marcin_smu's solution](#)
- 48.**
765A
[Neverending competitions](#) · [Tutorial](#)
Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math
[Marcin_smu's solution](#)
- 49.**
653A
[Bear and Three Balls](#) · [Tutorial](#)
Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[Marcin_smu's solution](#)
- 50.**
611A
[New Year and Days](#) · [Tutorial](#)
Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[Marcin_smu's solution](#)
- 51.**
549A
[Face Detection](#) · [Tutorial](#)
Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[Marcin_smu's solution](#)
- 52.**
474A
[Keyboard](#) · [Tutorial](#)
Quality: 54,687 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation
[Marcin_smu's solution](#)

53.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,490 global accepts · Rating: 900 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Marcin_smu's solution](#)

54.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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55.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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56.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Marcin_smu's solution](#)

57.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

58.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Marcin_smu's solution](#)

59.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Marcin_smu's solution](#)

60.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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61.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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62.

691A

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

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

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63.

644A

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

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64.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

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65.

500A

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

Quality: 62,696 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[Marcin_smu's solution](#)

66.

339B

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

Quality: 81,377 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

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67.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Marcin_smu's solution](#)

68.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,386 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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69.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Marcin_smu's solution](#)

70.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

71.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Marcin_smu's solution](#)

72.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marcin_smu's solution](#)

73.

1033B

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

Quality: 11,957 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

74.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Marcin_smu's solution](#)

75.

755B

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

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

[Marcin_smu's solution](#)

76.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: greedy, math

[Marcin_smu's solution](#)

77.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation

[Marcin_smu's solution](#)

78.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: greedy, strings

[Marcin_smu's solution](#)

79.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: greedy, math

[Marcin_smu's solution](#)

80.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: brute force, implementation

[Marcin_smu's solution](#)

81.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math

[Marcin_smu's solution](#)

82.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Marcin_smu's solution](#)

83.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marcin_smu's solution](#)

84.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Marcin_smu's solution](#)

- 85.**
1510K
[King's Task](#) · [Tutorial](#)
Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[Marcin_smu's solution](#)
- 86.**
1491B
[Minimal Cost](#) · [Tutorial](#)
Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Marcin_smu's solution](#)
- 87.**
1428B
[Belted Rooms](#) · [Tutorial](#)
Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Marcin_smu's solution](#)
- 88.**
1305B
[Kuroni and Simple Strings](#) · [Tutorial](#)
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[Marcin_smu's solution](#)
- 89.**
1270B
[Interesting Subarray](#) · [Tutorial](#)
Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Marcin_smu's solution](#)
- 90.**
1149A
[Prefix Sum Primes](#) · [Tutorial](#)
Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Marcin_smu's solution](#)
- 91.**
1097B
[Petr and a Combination Lock](#) · [Tutorial](#)
Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Marcin_smu's solution](#)
- 92.**
1028B
[Unnatural Conditions](#) · [Tutorial](#)
Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Marcin_smu's solution](#)
- 93.**
1017B
[The Bits](#) · [Tutorial](#)
Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marcin_smu's solution](#)
- 94.**
914B
[Conan and Agasa play a Card Game](#) · [Tutorial](#)
Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[Marcin_smu's solution](#)
- 95.**
913B
[Christmas Spruce](#) · [Tutorial](#)
Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Marcin_smu's solution](#)

96.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marcin_smu's solution](#)

97.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Marcin_smu's solution](#)

98.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

99.

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings

[Marcin_smu's solution](#)

100.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation

[Marcin_smu's solution](#)

101.

461A

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

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

[Marcin_smu's solution](#)

102.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

103.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Marcin_smu's solution](#)

104.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marcin_smu's solution](#)

105.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marcin_smu's solution](#)

106.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Marcin_smu's solution](#)

107.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Marcin_smu's solution](#)

108.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Marcin_smu's solution](#)

109.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[Marcin_smu's solution](#)

110.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Marcin_smu's solution](#)

111.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Marcin_smu's solution](#)

112.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

113.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marcin_smu's solution](#)

114.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Marcin_smu's solution](#)

115.

1055B

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

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

[Marcin_smu's solution](#)

116.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Marcin_smu's solution](#)

117.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · last AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, greedy, math

[Marcin_smu's solution](#)

118.

1037C

[Equalize](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

119.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marcin_smu's solution](#)

120.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

121.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Marcin_smu's solution](#)

122.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Marcin_smu's solution](#)

123.

755C

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

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

[Marcin_smu's solution](#)

124.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Marcin_smu's solution](#)

125.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marcin_smu's solution](#)

126.

653B

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

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

[Marcin_smu's solution](#)

127.

626B

[Cards](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

128.

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Marcin_smu's solution](#)

129.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Marcin_smu's solution](#)

130.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

131.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: implementation, sortings

[Marcin_smu's solution](#)

132.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,344 global accepts · Rating: 1300 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Marcin_smu's solution](#)

133.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Marcin_smu's solution](#)

134.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math

[Marcin_smu's solution](#)

135.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: brute force, math

[Marcin_smu's solution](#)

136.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: brute force, dp

[Marcin_smu's solution](#)

137.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Marcin_smu's solution](#)

138.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Marcin_smu's solution](#)

139.

39H

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

Quality: 3,126 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation

[Marcin_smu's solution](#)

140.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: greedy

[Marcin_smu's solution](#)

141.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Marcin_smu's solution](#)

142.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marcin_smu's solution](#)

143.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

144.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Marcin_smu's solution](#)

145.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marcin_smu's solution](#)

146.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Marcin_smu's solution](#)

147.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marcin_smu's solution](#)

148.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

149.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Marcin_smu's solution](#)

150.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marcin_smu's solution](#)

151.

713A

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

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

[Marcin_smu's solution](#)

152.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[Marcin_smu's solution](#)

153.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[Marcin_smu's solution](#)

154.

516A

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

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

[Marcin_smu's solution](#)

155.

513B1

[Permutations](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

156.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[Marcin_smu's solution](#)

157.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: greedy

[Marcin_smu's solution](#)

158.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Marcin_smu's solution](#)

159.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[Marcin_smu's solution](#)

160.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[Marcin_smu's solution](#)

161.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math

[Marcin_smu's solution](#)

162.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: shortest paths

[Marcin_smu's solution](#)

163.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp

[Marcin_smu's solution](#)

164.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force

[Marcin_smu's solution](#)

165.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marcin_smu's solution](#)

166.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Marcin_smu's solution](#)

167.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marcin_smu's solution](#)

168.

1408C

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

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

[Marcin_smu's solution](#)

169.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Marcin_smu's solution](#)

170.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

171.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Marcin_smu's solution](#)

172.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Marcin_smu's solution](#)

173.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Marcin_smu's solution](#)

174.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Marcin_smu's solution](#)

175.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marcin_smu's solution](#)

176.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Marcin_smu's solution](#)

177.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marcin_smu's solution](#)

178.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marcin_smu's solution](#)

179.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Marcin_smu's solution](#)

180.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Marcin_smu's solution](#)

181.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Marcin_smu's solution](#)

182.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Marcin_smu's solution](#)

183.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Marcin_smu's solution](#)

184.

790A

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

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marcin_smu's solution](#)

185.

696A

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

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Marcin_smu's solution](#)

186.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Marcin_smu's solution](#)

187.

611C

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

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Marcin_smu's solution](#)

188.

576A

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

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

189.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Marcin_smu's solution](#)

190.

555A

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

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

[Marcin_smu's solution](#)

191.

527C

[Glass Carving](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

192.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

193.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Marcin_smu's solution](#)

194.

497A

[Removing Columns](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

195.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: brute force, sortings

[Marcin_smu's solution](#)

196.

414A

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

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

[Marcin_smu's solution](#)

197.

403A

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

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

[Marcin_smu's solution](#)

198.

341B

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

Rating: 1500 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Marcin_smu's solution](#)

199.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Marcin_smu's solution](#)

200.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: implementation

[Marcin_smu's solution](#)

201.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[Marcin_smu's solution](#)

202.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[Marcin_smu's solution](#)

203.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

204.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: dfs and similar

[Marcin_smu's solution](#)

205.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: dp

[Marcin_smu's solution](#)

206.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation

[Marcin_smu's solution](#)

207.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[Marcin_smu's solution](#)

208.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Marcin_smu's solution](#)

209.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Marcin_smu's solution](#)

210.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Marcin_smu's solution](#)

211.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Marcin_smu's solution](#)

212.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Marcin_smu's solution](#)

213.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Marcin_smu's solution](#)

214.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Marcin_smu's solution](#)

215.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marcin_smu's solution](#)

216.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marcin_smu's solution](#)

217.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Marcin_smu's solution](#)

218.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Marcin_smu's solution](#)

219.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Marcin_smu's solution](#)

220.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Marcin_smu's solution](#)

221.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marcin_smu's solution](#)

222.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[Marcin_smu's solution](#)

223.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marcin_smu's solution](#)

224.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Marcin_smu's solution](#)

225.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

226.

1071A

[Cram Time](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

227.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[Marcin_smu's solution](#)

228.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Marcin_smu's solution](#)

229.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marcin_smu's solution](#)

230.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Marcin_smu's solution](#)

231.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marcin_smu's solution](#)

232.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Marcin_smu's solution](#)

233.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Marcin_smu's solution](#)

234.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Marcin_smu's solution](#)

235.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marcin_smu's solution](#)

236.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Marcin_smu's solution](#)

237.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Marcin_smu's solution](#)

238.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Marcin_smu's solution](#)

239.

781A

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

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

[Marcin_smu's solution](#)

240.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Marcin_smu's solution](#)

241.

763A

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

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

[Marcin_smu's solution](#)

242.

756B

[Travel Card](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

243.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Marcin_smu's solution](#)

244.

741A

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

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

[Marcin_smu's solution](#)

245.

741B

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

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

[Marcin_smu's solution](#)

246.

736B

[Taxes](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

247.

736A

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

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

[Marcin_smu's solution](#)

248.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

249.

715A

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

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

[Marcin_smu's solution](#)

250.

691B

[s-palindrome](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

251.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Marcin_smu's solution](#)

252.

603A

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

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

[Marcin_smu's solution](#)

253.

601A

[The Two Routes](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

254.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Marcin_smu's solution](#)

255.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Marcin_smu's solution](#)

256.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: brute force, math

[Marcin_smu's solution](#)

257.

512A

[Fox And Names](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

258.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marcin_smu's solution](#)

259.

500B

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

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

[Marcin_smu's solution](#)

260.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: combinatorics, math

[Marcin_smu's solution](#)

261.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[Marcin_smu's solution](#)

262.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, math, sortings

[Marcin_smu's solution](#)

263.

477A

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

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

[Marcin_smu's solution](#)

264.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[Marcin_smu's solution](#)

265.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Marcin_smu's solution](#)

266.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory

[Marcin_smu's solution](#)

267.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

268.

343B

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

Quality: 17,294 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[Marcin_smu's solution](#)

269.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[Marcin_smu's solution](#)

270.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: brute force

[Marcin_smu's solution](#)

271.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[Marcin_smu's solution](#)

272.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Marcin_smu's solution](#)

273.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Marcin_smu's solution](#)

274.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marcin_smu's solution](#)

275.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marcin_smu's solution](#)

276.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Marcin_smu's solution](#)

277.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Marcin_smu's solution](#)

278.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marcin_smu's solution](#)

279.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Marcin_smu's solution](#)

280.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Marcin_smu's solution](#)

281.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Marcin_smu's solution](#)

282.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Marcin_smu's solution](#)

283.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marcin_smu's solution](#)

284.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marcin_smu's solution](#)

285.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Marcin_smu's solution](#)

286.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[Marcin_smu's solution](#)

287.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marcin_smu's solution](#)

288.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[Marcin_smu's solution](#)

289.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[Marcin_smu's solution](#)

290.

1044A

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

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

[Marcin_smu's solution](#)

291.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Marcin_smu's solution](#)

292.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Marcin_smu's solution](#)

293.

956C

[Riverside Curio](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

294.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Marcin_smu's solution](#)

295.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marcin_smu's solution](#)

296.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Marcin_smu's solution](#)

297.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Marcin_smu's solution](#)

298.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · last AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[Marcin_smu's solution](#)

299.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[Marcin_smu's solution](#)

300.

756A

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

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

[Marcin_smu's solution](#)

301.

718A

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

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

[Marcin_smu's solution](#)

302.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Marcin_smu's solution](#)

303.

696B

[Puzzles](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

304.

691D

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

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

[Marcin_smu's solution](#)

305.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

306.

644B

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

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

[Marcin_smu's solution](#)

307.

627A

[XOR Equation](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

308.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

309.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: geometry, math

[Marcin_smu's solution](#)

310.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Marcin_smu's solution](#)

311.

575D

[Tablecity](#) · [Tutorial](#)

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

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312.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

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313.

533C

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Quality: 2,439 global accepts · Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

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314.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

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315.

321A

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Quality: 3,901 global accepts · Rating: 1700 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: binary search, implementation, math

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316.

484A

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Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

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317.

474D

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

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318.

471C

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

[Marcin_smu's solution](#)

319.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

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320.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2013-08-26 · last AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

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321.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: data structures, trees

[Marcin_smu's solution](#)

322.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[Marcin_smu's solution](#)

323.

269B

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Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[Marcin_smu's solution](#)

324.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

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325.

213A

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Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dfs and similar, greedy

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326.

198A

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Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

327.

192D

[Demonstration](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

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328.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Marcin_smu's solution](#)

329.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Marcin_smu's solution](#)

330.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Marcin_smu's solution](#)

331.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Marcin_smu's solution](#)

332.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Marcin_smu's solution](#)

333.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marcin_smu's solution](#)

334.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marcin_smu's solution](#)

335.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Marcin_smu's solution](#)

336.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Marcin_smu's solution](#)

337.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Marcin_smu's solution](#)

338.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marcin_smu's solution](#)

339.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Marcin_smu's solution](#)

340.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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341.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Marcin_smu's solution](#)

342.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

343.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

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344.

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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345.

1063B

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Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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346.

986B

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347.

963A

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Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marcin_smu's solution](#)

348.

947C

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Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Marcin_smu's solution](#)

349.

933A

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350.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
[Marcin_smu's solution](#)

351.

914C

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352.

913D

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353.

863D

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Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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354.

863C

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355.

778B

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356.

768C

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357.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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358.

730B

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Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
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359.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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360.

691C

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

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361.

687B

[Remainders Game](#) · [Tutorial](#)

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

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362.

663A

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

[Marcin_smu's solution](#)

363.

626D

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

[Marcin_smu's solution](#)

364.

623A

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Quality: 4,789 global accepts · Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Marcin_smu's solution](#)

365.

603B

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Quality: 2,710 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Marcin_smu's solution](#)

366.

575H

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

[Marcin_smu's solution](#)

367.

533E

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

[Marcin_smu's solution](#)

368.

142B

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Quality: 2,405 global accepts · Rating: 1800 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Marcin_smu's solution](#)

369.

145B

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[Marcin_smu's solution](#)

370.

527D

[Clique Problem](#) · [Tutorial](#)

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[Marcin_smu's solution](#)

371.

528B

[Clique Problem](#) · [Tutorial](#)

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

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372.

513G1

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

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373.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[Marcin_smu's solution](#)

374.

201B

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375.

492D

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

[Marcin_smu's solution](#)

376.

471D

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

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2014-09-26 · GNU C++0x (first AC) · Tags: string suffix structures, strings

[Marcin_smu's solution](#)

377.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[Marcin_smu's solution](#)

378.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: binary search, math

[Marcin_smu's solution](#)

379.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

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380.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Marcin_smu's solution](#)

381.

251B

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Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

382.

220B

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Quality: 12,886 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Marcin_smu's solution](#)

383.

189D

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Rating: 1800 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: dp, shortest paths

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384.

190B

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Quality: 3,092 global accepts · Rating: 1800 · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: geometry

[Marcin_smu's solution](#)

385.

38E

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386.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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387.

1970G1

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388.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

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389.

1774E

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390.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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391.

1477B

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392.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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393.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Marcin_smu's solution](#)

394.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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395.

1428D

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[Marcin_smu's solution](#)

396.

1383B

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Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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397.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Marcin_smu's solution](#)

398.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Marcin_smu's solution](#)

399.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Marcin_smu's solution](#)

400.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Marcin_smu's solution](#)

401.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Marcin_smu's solution](#)

402.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Marcin_smu's solution](#)

403.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[Marcin_smu's solution](#)

404.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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405.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Marcin_smu's solution](#)

406.

1055C

[Lucky Days](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

407.

1044B

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

[Marcin_smu's solution](#)

408.

1071B

[Minimum path](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

409.

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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410.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Marcin_smu's solution](#)

411.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Marcin_smu's solution](#)

412.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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413.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

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414.

781B

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

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

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415.

757C

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

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Marcin_smu's solution](#)

416.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Marcin_smu's solution](#)

417.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

418.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[Marcin_smu's solution](#)

419.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[Marcin_smu's solution](#)

420.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices

[Marcin_smu's solution](#)

421.

687C

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Quality: 8,345 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[Marcin_smu's solution](#)

422.

685B

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

[Marcin_smu's solution](#)

423.

653C

[Bear and Up-Down](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

424.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[Marcin_smu's solution](#)

425.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[Marcin_smu's solution](#)

426.

549D

[Haar Features](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

427.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Marcin_smu's solution](#)

428.

536B

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

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

[Marcin_smu's solution](#)

429.

536A

[Tavas and Karafs](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

430.

529E

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

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

[Marcin_smu's solution](#)

431.

529B

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

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

[Marcin_smu's solution](#)

432.

512B

[Fox And Jumping](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

433.

500D

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

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Marcin_smu's solution](#)

434.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · last AC: 2014-12-19 · GNU C++0x (first AC) · Tags: binary search, brute force, implementation

[Marcin_smu's solution](#)

435.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2014-12-11 · GNU C++0x (first AC) · Tags: data structures, implementation

[Marcin_smu's solution](#)

436.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dp, flows, greedy

[Marcin_smu's solution](#)

437.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[Marcin_smu's solution](#)

438.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Marcin_smu's solution](#)

439.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[Marcin_smu's solution](#)

440.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

441.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[Marcin_smu's solution](#)

442.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2013-03-07 · GNU C++ (first AC) · Tags: games

[Marcin_smu's solution](#)

443.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: greedy

[Marcin_smu's solution](#)

444.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Marcin_smu's solution](#)

445.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[Marcin_smu's solution](#)

446.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: geometry, math, sortings

[Marcin_smu's solution](#)

447.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-06-08 · GNU C++ (first AC) · Tags: two pointers

[Marcin_smu's solution](#)

448.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-06-06 · GNU C++ (first AC) · Tags: data structures, trees

[Marcin_smu's solution](#)

449.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marcin_smu's solution](#)

450.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Marcin_smu's solution](#)

451.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Marcin_smu's solution](#)

452.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marcin_smu's solution](#)

453.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marcin_smu's solution](#)

454.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

455.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Marcin_smu's solution](#)

456.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Marcin_smu's solution](#)

457.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[Marcin_smu's solution](#)

458.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Marcin_smu's solution](#)

459.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Marcin_smu's solution](#)

460.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Marcin_smu's solution](#)

461.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Marcin_smu's solution](#)

462.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[Marcin_smu's solution](#)

463.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[Marcin_smu's solution](#)

464.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[Marcin_smu's solution](#)

465.

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
[Marcin_smu's solution](#)

466.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Marcin_smu's solution](#)

467.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Marcin_smu's solution](#)

468.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marcin_smu's solution](#)

469.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marcin_smu's solution](#)

470.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Marcin_smu's solution](#)

471.

755D

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

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

[Marcin_smu's solution](#)

472.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-11-05 · last AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Marcin_smu's solution](#)

473.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: greedy

[Marcin_smu's solution](#)

474.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[Marcin_smu's solution](#)

475.

696C

[PLEASE](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

476.

666B

[World Tour](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

477.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Marcin_smu's solution](#)

478.

611D

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

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[Marcin_smu's solution](#)

479.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: geometry

[Marcin_smu's solution](#)

480.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: ternary search

[Marcin_smu's solution](#)

481.

555B

[Case of Fugitive](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

482.

533B

[Work Group](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

483.

513C

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

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities

[Marcin_smu's solution](#)

484.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2015-02-04 · GNU C++0x (first AC) · Tags: dp

[Marcin_smu's solution](#)

485.

504B

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

Rating: 2000 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: binary search, data structures, math

[Marcin_smu's solution](#)

486.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[Marcin_smu's solution](#)

487.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++0x (first AC) · Tags: math

[Marcin_smu's solution](#)

488.

474E

[Pillars](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

489.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees

[Marcin_smu's solution](#)

490.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths

[Marcin_smu's solution](#)

491.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy

[Marcin_smu's solution](#)

492.

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: dp, strings

[Marcin_smu's solution](#)

493.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Marcin_smu's solution](#)

494.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-13 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Marcin_smu's solution](#)

495.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · GNU C++ (first AC) · Tags: dp

[Marcin_smu's solution](#)

496.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2012-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Marcin_smu's solution](#)

497.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, dsu, graphs

[Marcin_smu's solution](#)

498.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-06-09 · GNU C++ (first AC) · Tags: binary search, shortest paths

[Marcin_smu's solution](#)

499.

39E

[What Has Dirichlet Got to Do with That? · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: dp, games

[Marcin_smu's solution](#)

500.

1970D1

[Arithmancy \(Easy\) · Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Marcin_smu's solution](#)

501.

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

502.

1810E

[Monsters · Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Marcin_smu's solution](#)

503.

1530E

[Minimax · Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Marcin_smu's solution](#)

504.

1510D

[Digits · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Marcin_smu's solution](#)

505.

1483C

[Skyline Photo · Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Marcin_smu's solution](#)

506.

1434C

[Solo mid Oracle · Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Marcin_smu's solution](#)

507.

1387B1

[Village \(Minimum\) · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[Marcin_smu's solution](#)

508.

1387A

[Graph · Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Marcin_smu's solution](#)

509.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Marcin_smu's solution](#)

510.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Marcin_smu's solution](#)

511.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Marcin_smu's solution](#)

512.

1056E

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

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[Marcin_smu's solution](#)

513.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Marcin_smu's solution](#)

514.

497C

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

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516.

1025D

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517.

936B

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518.

859E

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519.

859D

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520.

840B

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Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

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521.

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522.

790B

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523.

781C

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763B

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128B

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529.

576C

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530.

576B

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575F

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549H

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542F

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535.

145C

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537.

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538.

321C

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348B

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474F

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414C

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543.

356C

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546.

269C

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1477C

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1428E

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1208E

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560.

1178F1

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1158B

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564.

1097D

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565.

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981E

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908D

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901B

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765E

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650C

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627C

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582.

603C

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583.

575B

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575G

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585.

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587.

549C

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588.

549G

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477C

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591.

461C

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592.

403C

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593.

377C

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594.

346C

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595.

256C

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Rating: 2200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: games

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596.

1970F2

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Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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597.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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598.

1970F1

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Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

599.

1970B3

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600.

1782E

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Rating: 2300 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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601.

1610E

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602.

1534E

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Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

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603.

1528C

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greedy, trees

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604.

1408F

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605.

1396C

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606.

1394B

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607.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

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608.

1268C

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609.

1239C

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610.

1190C

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Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

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611.

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

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612.

1086C

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Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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613.

949D

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Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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614.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Marcin_smu's solution](#)

615.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Marcin_smu's solution](#)

616.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marcin_smu's solution](#)

617.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Marcin_smu's solution](#)

618.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Marcin_smu's solution](#)

619.

715B

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

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

[Marcin_smu's solution](#)

620.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Marcin_smu's solution](#)

621.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Marcin_smu's solution](#)

622.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: string suffix structures

[Marcin_smu's solution](#)

623.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Marcin_smu's solution](#)

624.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marcin_smu's solution](#)

625.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp, trees

[Marcin_smu's solution](#)

626.

516C

[Drazil and Park](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

627.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: flows, graph matchings

[Marcin_smu's solution](#)

628.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[Marcin_smu's solution](#)

629.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[Marcin_smu's solution](#)

630.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[Marcin_smu's solution](#)

631.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Marcin_smu's solution](#)

632.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[Marcin_smu's solution](#)

633.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry

[Marcin_smu's solution](#)

634.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Marcin_smu's solution](#)

635.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Marcin_smu's solution](#)

636.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Marcin_smu's solution](#)

637.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Marcin_smu's solution](#)

638.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Marcin_smu's solution](#)

639.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Marcin_smu's solution](#)

640.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Marcin_smu's solution](#)

641.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Marcin_smu's solution](#)

642.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Marcin_smu's solution](#)

643.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Marcin_smu's solution](#)

644.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Marcin_smu's solution](#)

645.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Marcin_smu's solution](#)

646.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Marcin_smu's solution](#)

647.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Marcin_smu's solution](#)

648.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Marcin_smu's solution](#)

649.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marcin_smu's solution](#)

650.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Marcin_smu's solution](#)

651.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Marcin_smu's solution](#)

652.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Marcin_smu's solution](#)

653.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Marcin_smu's solution](#)

654.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

655.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[Marcin_smu's solution](#)

656.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marcin_smu's solution](#)

657.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Marcin_smu's solution](#)

658.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[Marcin_smu's solution](#)

659.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Marcin_smu's solution](#)

660.

756D

[Bacterial Melee](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

661.

755E

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

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

[Marcin_smu's solution](#)

662.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[Marcin_smu's solution](#)

663.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Marcin_smu's solution](#)

664.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Marcin_smu's solution](#)

665.

653E

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

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

[Marcin_smu's solution](#)

666.

626F

[Group Projects](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

667.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[Marcin_smu's solution](#)

668.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Marcin_smu's solution](#)

669.

601D

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Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Marcin_smu's solution](#)

670.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[Marcin_smu's solution](#)

671.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Marcin_smu's solution](#)

672.

145E

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Quality: 3,961 global accepts · Rating: 2400 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: data structures

[Marcin_smu's solution](#)

673.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Marcin_smu's solution](#)

674.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Marcin_smu's solution](#)

675.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[Marcin_smu's solution](#)

676.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy

[Marcin_smu's solution](#)

677.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[Marcin_smu's solution](#)

678.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: bitmasks, dfs and similar

[Marcin_smu's solution](#)

679.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[Marcin_smu's solution](#)

680.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

681.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: combinatorics, dp

[Marcin_smu's solution](#)

682.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: data structures

[Marcin_smu's solution](#)

683.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-09-01 · GNU C++ (first AC) · Tags: data structures, two pointers

[Marcin_smu's solution](#)

684.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · GNU C++ (first AC) · Tags: binary search, geometry

[Marcin_smu's solution](#)

685.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2012-06-05 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Marcin_smu's solution](#)

686.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Marcin_smu's solution](#)

687.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[Marcin_smu's solution](#)

688.

1534F1

[Falling Sand \(Easy Version\) · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Marcin_smu's solution](#)

689.

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 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Marcin_smu's solution](#)

690.

1470C

[Strange Shuffle · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Marcin_smu's solution](#)

691.

1427E

[Xum · Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Marcin_smu's solution](#)

692.

1387B2

[Village \(Maximum\) · Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[Marcin_smu's solution](#)

693.

1368E

[Ski Accidents · Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marcin_smu's solution](#)

694.

1361C

[Johnny and Megan's Necklace · Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Marcin_smu's solution](#)

695.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Marcin_smu's solution](#)

696.

1320D

[Reachable Strings · Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Marcin_smu's solution](#)

697.

1307E

[Cow and Treats · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Marcin_smu's solution](#)

698.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Marcin_smu's solution](#)

699.

1239B

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

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marcin_smu's solution](#)

700.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

701.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Marcin_smu's solution](#)

702.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Marcin_smu's solution](#)

703.

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

[Marcin_smu's solution](#)

704.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marcin_smu's solution](#)

705.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Marcin_smu's solution](#)

706.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Marcin_smu's solution](#)

707.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marcin_smu's solution](#)

708.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy
[Marcin_smu's solution](#)

709.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[Marcin_smu's solution](#)

710.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

711.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marcin_smu's solution](#)

712.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Marcin_smu's solution](#)

713.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

714.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Marcin_smu's solution](#)

715.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Marcin_smu's solution](#)

716.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[Marcin_smu's solution](#)

717.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[Marcin_smu's solution](#)

718.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Marcin_smu's solution](#)

719.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · last AC: 2015-12-24 · GNU C++11 (first AC) · Tags: hashing, strings

[Marcin_smu's solution](#)

720.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: geometry

[Marcin_smu's solution](#)

721.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: bitmasks, brute force, fft

[Marcin_smu's solution](#)

722.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-01-12 · GNU C++0x (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

723.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++0x (first AC) · Tags: brute force, data structures

[Marcin_smu's solution](#)

724.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-11-26 · last AC: 2014-11-26 · GNU C++0x (first AC) · Tags: dp, matrices

[Marcin_smu's solution](#)

725.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[Marcin_smu's solution](#)

726.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory

[Marcin_smu's solution](#)

727.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-08-30 · last AC: 2013-08-30 · GNU C++ (first AC) · Tags: data structures

[Marcin_smu's solution](#)

728.

220D

[Little Elephant and Triangle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: geometry, math

[Marcin_smu's solution](#)

729.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

probabilities, strings

[Marcin_smu's solution](#)

730.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Marcin_smu's solution](#)

731.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marcin_smu's solution](#)

732.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Marcin_smu's solution](#)

733.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Marcin_smu's solution](#)

734.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Marcin_smu's solution](#)

735.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Marcin_smu's solution](#)

736.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Marcin_smu's solution](#)

737.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Marcin_smu's solution](#)

738.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Marcin_smu's solution](#)

739.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Marcin_smu's solution](#)

740.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Marcin_smu's solution](#)

741.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marcin_smu's solution](#)

742.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Marcin_smu's solution](#)

743.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

744.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Marcin_smu's solution](#)

745.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

746.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marcin_smu's solution](#)

747.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Marcin_smu's solution](#)

748.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[Marcin_smu's solution](#)

749.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Marcin_smu's solution](#)

750.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Marcin_smu's solution](#)

751.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marcin_smu's solution](#)

752.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Marcin_smu's solution](#)

753.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2015-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Marcin_smu's solution](#)

754.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marcin_smu's solution](#)

755.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Marcin_smu's solution](#)

756.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Marcin_smu's solution](#)

757.

536C

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

Rating: 2600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: geometry, math

[Marcin_smu's solution](#)

758.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: games

[Marcin_smu's solution](#)

759.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[Marcin_smu's solution](#)

760.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs

[Marcin_smu's solution](#)

761.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[Marcin_smu's solution](#)

762.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: data structures

[Marcin_smu's solution](#)

763.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: implementation, math

[Marcin_smu's solution](#)

764.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marcin_smu's solution](#)

765.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[Marcin_smu's solution](#)

766.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Marcin_smu's solution](#)

767.

1782F

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

Rating: 2700 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Marcin_smu's solution](#)

768.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Marcin_smu's solution](#)

769.

1510E

[Equilibrium Point](#) `\\textbackslash` `\\textbackslash` · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

770.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marcin_smu's solution](#)

771.

1510I

[Is It Rated? · Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[Marcin_smu's solution](#)

772.

1491F

[Magnets · Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marcin_smu's solution](#)

773.

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Marcin_smu's solution](#)

774.

1344D

[Résumé Review · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Marcin_smu's solution](#)

775.

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Marcin_smu's solution](#)

776.

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Marcin_smu's solution](#)

777.

1220F

[Gardener Alex · Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marcin_smu's solution](#)

778.

1179D

[Fedor Runs for President · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Marcin_smu's solution](#)

779.

1146G

[Zoning Restrictions · Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Marcin_smu's solution](#)

780.

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Marcin_smu's solution](#)

781.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marcin_smu's solution](#)

782.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[Marcin_smu's solution](#)

783.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Marcin_smu's solution](#)

784.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Marcin_smu's solution](#)

785.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Marcin_smu's solution](#)

786.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[Marcin_smu's solution](#)

787.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marcin_smu's solution](#)

788.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marcin_smu's solution](#)

789.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

790.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[Marcin_smu's solution](#)

791.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Marcin_smu's solution](#)

792.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-16 · last AC: 2015-09-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Marcin_smu's solution](#)

793.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · last AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Marcin_smu's solution](#)

794.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Marcin_smu's solution](#)

795.

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Marcin_smu's solution](#)

796.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: dp, strings

[Marcin_smu's solution](#)

797.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2014-09-30 · GNU C++0x (first AC) · Tags: constructive algorithms, math, matrices

[Marcin_smu's solution](#)

798.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Marcin_smu's solution](#)

799.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Marcin_smu's solution](#)

800.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[Marcin_smu's solution](#)

801.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[Marcin_smu's solution](#)

802.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marcin_smu's solution](#)

803.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Marcin_smu's solution](#)

804.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Marcin_smu's solution](#)

805.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[Marcin_smu's solution](#)

806.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Marcin_smu's solution](#)

807.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Marcin_smu's solution](#)

808.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Marcin_smu's solution](#)

809.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marcin_smu's solution](#)

810.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

811.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Marcin_smu's solution](#)

812.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities

[Marcin_smu's solution](#)

813.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marcin_smu's solution](#)

814.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marcin_smu's solution](#)

815.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Marcin_smu's solution](#)

816.

750F

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

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Marcin_smu's solution](#)

817.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, matrices

[Marcin_smu's solution](#)

818.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Marcin_smu's solution](#)

819.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Marcin_smu's solution](#)

820.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Marcin_smu's solution](#)

821.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2014-09-30 · last AC: 2014-09-30 · GNU C++ (first AC) · Tags: bitmasks, data structures, fft

[Marcin_smu's solution](#)

822.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dsu, math

[Marcin_smu's solution](#)

823.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Marcin_smu's solution](#)

824.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[Marcin_smu's solution](#)

825.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Marcin_smu's solution](#)

826.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Marcin_smu's solution](#)

827.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Marcin_smu's solution](#)

828.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marcin_smu's solution](#)

829.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[Marcin_smu's solution](#)

830.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[Marcin_smu's solution](#)

831.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[Marcin_smu's solution](#)

832.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marcin_smu's solution](#)

833.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Marcin_smu's solution](#)

834.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Marcin_smu's solution](#)

835.

736E

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

Quality: 205 global accepts · Rating: 2900 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy, math

[Marcin_smu's solution](#)

836.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: binary search, math

[Marcin_smu's solution](#)

837.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer

[Marcin_smu's solution](#)

838.

497E

[Subsequences Return](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 2900 · first AC: 2014-12-17 · last AC: 2014-12-19 · GNU C++0x (first AC) · Tags: dp, matrices

[Marcin_smu's solution](#)

839.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2014-12-10 · GNU C++0x (first AC) · Tags: dp, greedy, math

[Marcin_smu's solution](#)

840.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marcin_smu's solution](#)

841.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marcin_smu's solution](#)

842.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Marcin_smu's solution](#)

843.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Marcin_smu's solution](#)

844.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marcin_smu's solution](#)

845.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[Marcin_smu's solution](#)

846.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marcin_smu's solution](#)

847.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Marcin_smu's solution](#)

848.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

849.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: dp, sortings

[Marcin_smu's solution](#)

850.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: combinatorics, number theory

[Marcin_smu's solution](#)

851.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Marcin_smu's solution](#)

852.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Marcin_smu's solution](#)

853.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Marcin_smu's solution](#)

854.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Marcin_smu's solution](#)

855.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[Marcin_smu's solution](#)

856.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Marcin_smu's solution](#)

857.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[Marcin_smu's solution](#)

858.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[Marcin_smu's solution](#)

859.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities

[Marcin_smu's solution](#)

860.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Marcin_smu's solution](#)

861.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marcin_smu's solution](#)

862.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

863.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[Marcin_smu's solution](#)

864.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: math

[Marcin_smu's solution](#)

865.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Marcin_smu's solution](#)

866.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Marcin_smu's solution](#)

867.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Marcin_smu's solution](#)

868.

1368G

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

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[Marcin_smu's solution](#)

869.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Marcin_smu's solution](#)

870.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Marcin_smu's solution](#)

871.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Marcin_smu's solution](#)

872.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Marcin_smu's solution](#)

873.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marcin_smu's solution](#)

874.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marcin_smu's solution](#)

875.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: games

[Marcin_smu's solution](#)

876.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Marcin_smu's solution](#)

877.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2017-01-22 · last AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marcin_smu's solution](#)

878.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2016-11-05 · GNU C++11 (first AC) · Tags: graphs

[Marcin_smu's solution](#)

879.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[Marcin_smu's solution](#)

880.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: number theory, trees

[Marcin_smu's solution](#)

881.

457F

[An easy problem about trees](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 3200 · first AC: 2014-09-05 · GNU C++0x (first AC) · Tags: dp, games, greedy, trees

[Marcin_smu's solution](#)

882.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Marcin_smu's solution](#)

883.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marcin_smu's solution](#)

884.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Marcin_smu's solution](#)

885.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Marcin_smu's solution](#)

886.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy,

implementation

[Marcin_smu's solution](#)

887.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Marcin_smu's solution](#)

888.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Marcin_smu's solution](#)

889.

106124H

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

890.

106124J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

891.

106124B

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

892.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

893.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

894.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

895.

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

896.

106124C

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

897.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

898.

106124A

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

899.

106033A

[ABABABABA](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

900.

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

901.

106033E

[Educational Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

902.

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

903.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

904.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

905.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

906.

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

907.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

908.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

909.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

910.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

911.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

912.

105222I

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

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

913.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

914.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

915.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

916.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

917.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

918.

105537B

[Brick in the Wall, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

919.

105537E

[Eight-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

920.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

921.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

922.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

923.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

924.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

925.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

926.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

927.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

928.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

929.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

930.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

931.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

932.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

933.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

934.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

935.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

936.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

937.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

938.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

939.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

940.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

941.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

942.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

943.

104821J

[Suffix Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

944.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

945.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

946.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

947.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

948.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

949.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

950.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

951.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

952.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

953.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

954.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

955.

104772D

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

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

956.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

957.

103328G

[AB Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

958.

103328F

[Prime Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

959.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

960.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marcin_smu's solution](#)

961.

103328D

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

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

962.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

963.

103328I

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

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

964.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

965.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

966.

103328A

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

967.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

968.

101368A

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

969.

101368C

[Control function](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

970.

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

971.

101368J

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

972.

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

973.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

974.

101630A

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

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

975.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

976.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

977.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

978.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

979.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

980.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

981.

101190I

[Indiana Jones and the Uniform Cave](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

982.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

983.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

984.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

985.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

986.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

987.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

988.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

989.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

990.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

991.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

992.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-03 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

993.

100965H

[Simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

994.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

995.

100965C

[System](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

996.

100965E

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

997.

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

998.

100965G

[Greetings, Belarus](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

999.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1000.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1001.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1002.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1003.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1004.

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1005.

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1006.

101156K

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1007.

101156H

[Vuglusr and Mouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1008.

101156I

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1009.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1010.

101156G

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

Rating: — · first AC: 2017-03-09 · Python 2 (first AC) · Tags: —

[Marcin_smu's solution](#)

1011.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1012.

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1013.

101156B

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1014.

101156E

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

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1015.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1016.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1017.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1018.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1019.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1020.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1021.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1022.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1023.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1024.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1025.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1026.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · last AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1027.

101158H

[Animal Companion in Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1028.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1029.

101158K

[Black and White Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1030.

101158I

[Skinny Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1031.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1032.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1033.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1034.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1035.

101158C

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Rating: — · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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1036.

101158A

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1037.

100453E

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1038.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1039.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1040.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1041.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1042.

101194J

[Mr.Panda and TubeMaster](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1043.

101194K

[Justice Rains From Above](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1044.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1045.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1046.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1047.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

1048.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1049.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1050.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1051.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1052.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1053.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1054.

101170G

[Gotta Nudge 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1055.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1056.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1057.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1058.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1059.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1060.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1061.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1062.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1063.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1064.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1065.

101164J

[Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1066.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1067.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1068.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1069.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · FPC (first AC) · Tags: —

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1070.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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1071.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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1072.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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1073.

100343D

[Night Watch](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1074.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

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

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1075.

100343A

[Kingdom Division](#) · [Tutorial](#)

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

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1076.

100343J

[Wheels within Wheels](#) · [Tutorial](#)

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

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1077.

100343B

[Financial Software](#) · [Tutorial](#)

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

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1078.

100343F

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

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1079.

100343H

[Truth is in the...](#) · [Tutorial](#)

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

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1080.

100343C

[Late Again](#) · [Tutorial](#)

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

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1081.

100343I

[Video on Demand](#) · [Tutorial](#)

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

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1082.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1083.

101142E

[Easy Reading](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1084.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1085.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1086.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1087.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1088.

101142I

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

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1089.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1090.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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1091.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1092.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1093.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1094.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1095.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1096.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1097.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1098.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1099.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1100.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1101.

100345J

[Zen Garden](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1102.

100345C

[Electricity 2](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1103.

100345I

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

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1104.

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1105.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1106.

100345D

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

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1107.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1108.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1109.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1110.

100345B

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

Rating: — · first AC: 2016-10-19 · Python 2 (first AC) · Tags: —

[Marcin_smu's solution](#)

1111.

100520J

[Japanese Origami](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1112.

100520C

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

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1113.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1114.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1115.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marcin_smu's solution](#)

1116.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1117.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1118.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1119.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1120.

100917E

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

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1121.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1122.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1123.

100917I

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

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1124.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1125.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1126.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1127.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1128.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1129.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1130.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1131.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1132.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1133.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1134.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1135.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1136.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1137.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1138.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1139.

100153I

[Shepherd's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1140.

100153H

[School of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1141.

100153F

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

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1142.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1143.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1144.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1145.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1146.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1147.

100153G

[Yet Another Rooks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1148.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-22 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1149.

100243I

[Black and White Segments](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1150.

100243J

[Separable Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

1151.

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1152.

100243F

[Locally Linked Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1153.

100243A

[Circular Roads](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1154.

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1155.

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1156.

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

1157.

100243B

[Coffin Factory](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-15 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1158.

100837C

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1159.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1160.

100837E

[Optimal Rest](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1161.

100837D

[Rotation Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1162.

100837F

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

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1163.

100837B

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1164.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1165.

100287F

[Fool's Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1166.

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1167.

100287A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1168.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1169.

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1170.

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1171.

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1172.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1173.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1174.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1175.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1176.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1177.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1178.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1179.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1180.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1181.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1182.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1183.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1184.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1185.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1186.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1187.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1188.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1189.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1190.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1191.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1192.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1193.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1194.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1195.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1196.

100363I

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

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1197.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1198.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1199.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1200.

100363C

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

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1201.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1202.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1203.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1204.

100363E

[New Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1205.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-03 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1206.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1207.

100792F

[Flow Management](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1208.

100792J

[Jealousy](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1209.

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1210.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1211.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1212.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1213.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1214.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1215.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1216.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1217.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-29 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1218.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · last AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1219.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1220.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1221.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1222.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1223.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1224.

100417F

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

Rating: — · first AC: 2015-10-27 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1225.

100623G

[Ground Works](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1226.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1227.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1228.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1229.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1230.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1231.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1232.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1233.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1234.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1235.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1236.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1237.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1238.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1239.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1240.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1241.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1242.

100357G

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

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1243.

100357I

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

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1244.

100357E

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

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1245.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1246.

100357B

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

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1247.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1248.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1249.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

1250.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-14 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1251.

100402C

[Nothing on TV](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1252.

100402I

[Triangular Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1253.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1254.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1255.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1256.

100402E

[Points and Lines](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1257.

100402D

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

Rating: — · first AC: 2015-04-30 · Python 3 (first AC) · Tags: —

[Marcin_smu's solution](#)

1258.

100402G

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1259.

100402F

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

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1260.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1261.

100496B

[Bicoloring of a Tree](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1262.

100203B

[Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-20 · GNU C++11 (first AC) · Tags: —

[Marcin_smu's solution](#)

1263.

100554J

[Jacobi Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1264.

100554H

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

Rating: — · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1265.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1266.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1267.

100554I

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

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1268.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1269.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1270.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-16 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1271.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1272.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1273.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1274.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1275.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1276.

100506C

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

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1277.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1278.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1279.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1280.

100497L

[Mine Layer](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1281.

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1282.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1283.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1284.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1285.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1286.

100497K

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

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1287.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1288.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1289.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1290.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1291.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2014-12-19 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1292.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · last AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1293.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1294.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1295.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1296.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1297.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1298.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1299.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1300.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1301.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1302.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1303.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1304.

100430I

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-07 · last AC: 2014-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1305.

100430B

[Divisible Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1306.

100430E

[Hot Potato Routing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1307.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1308.

100430H

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1309.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1310.

100430A

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

Rating: — · first AC: 2014-11-06 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1311.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1312.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1313.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1314.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1315.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1316.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1317.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1318.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1319.

100015A

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

Rating: — · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1320.

100519J

[JPEG is Awesome!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1321.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1322.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1323.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1324.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1325.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1326.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1327.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1328.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1329.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · Python 2 (first AC) · Tags: —

[Marcin_smu's solution](#)

1330.

100431A

[Achromatic Number](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1331.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1332.

100431C

[Blind Flibs](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1333.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1334.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1335.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1336.

100491H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-20 · last AC: 2014-10-20 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1337.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1338.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1339.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1340.

100491E

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

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1341.

100491D

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

Rating: — · first AC: 2014-10-15 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1342.

100492E

[Elections](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1343.

100492C

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

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

[Marcin_smu's solution](#)

1344.

100492D

[Dual Cure](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1345.

100492A

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

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

[Marcin_smu's solution](#)

1346.

100492F

[Free of Squares](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1347.

100492H

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

Rating: — · first AC: 2014-10-08 · Python 2 (first AC) · Tags: —

[Marcin_smu's solution](#)

1348.

100492G

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

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

[Marcin_smu's solution](#)

1349.

100492I

[In Touch](#) · [Tutorial](#)

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

[Marcin_smu's solution](#)

1350.

100492B

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

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

[Marcin_smu's solution](#)

1351.

100425G

[Free Wi-Fi](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1352.

100425C

[Tropical Stonehenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++0x (first AC) · Tags: —

[Marcin_smu's solution](#)

1353.

100425H

[Football Bets](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1354.

100425E

[The Street Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1355.

100425D

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1356.

100425A

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

Rating: — · first AC: 2014-05-22 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1357.

100279E

[PublicBank](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1358.

100279A

[Cinderella at the pigeon-loft](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1359.

100279F

[Airport](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1360.

100279C

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1361.

100279B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1362.

100291E

[Stampede!](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1363.

100291D

[Rent-A-Pixel](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1364.

100291I

[Xenospeak](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1365.

100291C

[Playing Fair with Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1366.

100291F

[Super Phyllis](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1367.

100291B

[Cuckoo for Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1368.

100291H

[The Urge to Merge](#) · [Tutorial](#)

Rating: — · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1369.

100314E

[Ringworld](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1370.

100314D

[Obfuscation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1371.

100314A

[Boggle](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1372.

100314B

[Booking](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1373.

100314F

[Inverse Addition](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1374.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1375.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1376.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1377.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1378.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1379.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1380.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-05 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1381.

100298B

[Demonstrations](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1382.

100298D

[Great Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1383.

100298E

[Motorways](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1384.

100298C

[Figures](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-28 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1385.

100274E

[Magical Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1386.

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1387.

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1388.

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1389.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1390.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1391.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1392.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-07 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1393.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1394.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1395.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1396.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1397.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1398.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1399.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1400.

100203I

[IWIN](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1401.

100203D

[Different vectors](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1402.

100203A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1403.

100203E

[bits-Equalizer](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1404.

100203G

[Good elements](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1405.

100203H

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-01 · GNU C++ (first AC) · Tags: —

[Marcin_smu's solution](#)

1406.

100143G

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