

Unique solved — Merkurev

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Count: 1,772

1.

2127A

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2.

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3.

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4.

2034A

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5.

1942A

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6.

1916A

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[Merkurev's solution](#)

7.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)
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8.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
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9.

1787A

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10.

1773F

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Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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11.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Merkurev's solution](#)

12.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Merkurev's solution](#)

13.

1672B

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Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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14.

1672A

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

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15.

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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16.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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17.

1566A

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Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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18.

1556A

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19.

1517A

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20.

1466B

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[Merkurev's solution](#)

21.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Merkurev's solution](#)

22.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Merkurev's solution](#)

23.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Merkurev's solution](#)

24.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Merkurev's solution](#)

25.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Merkurev's solution](#)

26.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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27.

1220A

[Cards](#) · [Tutorial](#)

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[Merkurev's solution](#)

28.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Merkurev's solution](#)

29.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Merkurev's solution](#)

30.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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31.

1091A

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Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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32.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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33.

1043A

[Elections](#) · [Tutorial](#)

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[Merkurev's solution](#)

34.

1054A

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

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35.

1060A

[Phone Numbers](#) · [Tutorial](#)

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36.

1028A

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37.

1017A

[The Rank](#) · [Tutorial](#)

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[Merkurev's solution](#)

38.

932A

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

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[Merkurev's solution](#)

39.

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

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40.

855A

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[Merkurev's solution](#)

41.

859A

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Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Merkurev's solution](#)

42.

755A

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

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

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43.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[Merkurev's solution](#)

44.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,516 global accepts · Rating: 800 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, brute force, implementation

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45.

158A

[Next Round](#) · [Tutorial](#)

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46.

119A

[Epic Game](#) · [Tutorial](#)

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47.

116A

[Tram](#) · [Tutorial](#)

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48.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

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49.

2062B

[Clockwork](#) · [Tutorial](#)

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50.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

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51.

1267B

[Balls of Buma](#) · [Tutorial](#)

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52.

1110A

[Parity](#) · [Tutorial](#)

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

[Merkurev's solution](#)

53.

1089L

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Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

54.

981A

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[Merkurev's solution](#)

55.

913A

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56.

768A

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

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

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57.

765A

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58.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Merkurev's solution](#)

59.

611A

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

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60.

549A

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61.

133A

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62.

2034B

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63.

1916B

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64.

1765E

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65.

1765M

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66.

1566C

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67.

1054B

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68.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

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69.

981B

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

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70.

859B

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Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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71.

757A

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

[Merkurev's solution](#)

72.

725A

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[Merkurev's solution](#)

73.

724A

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

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

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74.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation

[Merkurev's solution](#)

75.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Merkurev's solution](#)

76.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[Merkurev's solution](#)

77.

637A

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78.

626A

[Robot Sequence](#) · [Tutorial](#)

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79.

500A

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80.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: implementation

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81.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2012-03-16 · MS C++ (first AC) · Tags: implementation

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82.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,967 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[Merkurev's solution](#)

83.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2011-09-08 · Java 6 (first AC) · Tags: math

[Merkurev's solution](#)

84.

110C

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

Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation, math

[Merkurev's solution](#)

85.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Merkurev's solution](#)

86.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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87.

1787B

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Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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88.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

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89.

1672C

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Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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90.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
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91.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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92.

1146B

[Hate "A"](#) · [Tutorial](#)

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[Merkurev's solution](#)

93.

1033B

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

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[Merkurev's solution](#)

94.

1060B

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

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95.

765B

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96.

755B

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

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

greedy, sortings, strings

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97.

522B

[Photo to Remember](#) · [Tutorial](#)

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[Merkurev's solution](#)

98.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Java 6 (first AC) · Tags: greedy

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99.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: implementation

[Merkurev's solution](#)

100.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: greedy, math

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101.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, greedy, implementation

[Merkurev's solution](#)

102.

39D

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Quality: 4,664 global accepts · Rating: 1100 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: math

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103.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, implementation

[Merkurev's solution](#)

104.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Merkurev's solution](#)

105.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Merkurev's solution](#)

106.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Merkurev's solution](#)

107.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Merkurev's solution](#)

108.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Merkurev's solution](#)

109.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Merkurev's solution](#)

110.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Merkurev's solution](#)

111.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[Merkurev's solution](#)

112.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Merkurev's solution](#)

113.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Merkurev's solution](#)

114.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Merkurev's solution](#)

115.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Merkurev's solution](#)

116.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Merkurev's solution](#)

117.

1043B

[Lost Array](#) · [Tutorial](#)

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

[Merkurev's solution](#)

118.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Merkurev's solution](#)

119.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Merkurev's solution](#)

120.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[Merkurev's solution](#)

121.

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
[Merkurev's solution](#)

122.

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
[Merkurev's solution](#)

123.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math
[Merkurev's solution](#)

124.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[Merkurev's solution](#)

125.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings
[Merkurev's solution](#)

126.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation
[Merkurev's solution](#)

127.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math
[Merkurev's solution](#)

128.

645A

[Amity Assessment](#) · [Tutorial](#)

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

129.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,839 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[Merkurev's solution](#)

130.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Merkurev's solution](#)

131.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation

[Merkurev's solution](#)

132.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-04-20 · MS C++ (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

133.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, implementation, number theory

[Merkurev's solution](#)

134.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: greedy, implementation

[Merkurev's solution](#)

135.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation

[Merkurev's solution](#)

136.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, math

[Merkurev's solution](#)

137.

2127B

[Hamiiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Merkurev's solution](#)

138.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Merkurev's solution](#)

139.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Merkurev's solution](#)

140.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Merkurev's solution](#)

141.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Merkurev's solution](#)

142.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Merkurev's solution](#)

143.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Merkurev's solution](#)

144.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Merkurev's solution](#)

145.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Merkurev's solution](#)

146.

1178C

[Tiles](#) · [Tutorial](#)

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

[Merkurev's solution](#)

147.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Merkurev's solution](#)

148.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Merkurev's solution](#)

149.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Merkurev's solution](#)

150.

755C

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

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

trees

[Merkurev's solution](#)

151.

750B

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

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

[Merkurev's solution](#)

152.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Merkurev's solution](#)

153.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[Merkurev's solution](#)

154.

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

[Merkurev's solution](#)

155.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[Merkurev's solution](#)

156.

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

[Merkurev's solution](#)

157.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Merkurev's solution](#)

158.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · MS C++ (first AC) · Tags: dfs and similar, trees

[Merkurev's solution](#)

159.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2013-05-12 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[Merkurev's solution](#)

160.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, implementation, strings

[Merkurev's solution](#)

161.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: greedy

[Merkurev's solution](#)

162.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: implementation, math

[Merkurev's solution](#)

163.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Merkurev's solution](#)

164.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, brute force, number theory

[Merkurev's solution](#)

165.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: implementation

[Merkurev's solution](#)

166.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: implementation

[Merkurev's solution](#)

167.

39B

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

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: greedy

[Merkurev's solution](#)

168.

133C

[Turing Tape](#) · [Tutorial](#)

Rating: 1300 · first AC: 2011-12-03 · GNU C++ (first AC) · Tags: implementation, math

[Merkurev's solution](#)

169.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[Merkurev's solution](#)

170.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Merkurev's solution](#)

171.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Merkurev's solution](#)

172.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dsu, greedy, math, sortings

[Merkurev's solution](#)

173.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

174.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Merkurev's solution](#)

175.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Merkurev's solution](#)

176.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Merkurev's solution](#)

177.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Merkurev's solution](#)

178.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Merkurev's solution](#)

179.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

180.

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

[Merkurev's solution](#)

181.

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

[Merkurev's solution](#)

182.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Merkurev's solution](#)

183.

981C

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

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

[Merkurev's solution](#)

184.

866A

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Merkurev's solution](#)

185.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Merkurev's solution](#)

186.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Merkurev's solution](#)

187.

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

[Merkurev's solution](#)

188.

679A

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

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

[Merkurev's solution](#)

189.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[Merkurev's solution](#)

190.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[Merkurev's solution](#)

191.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy

[Merkurev's solution](#)

192.

438A

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

Rating: 1400 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

193.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Merkurev's solution](#)

194.

516A

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

Rating: 1400 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math

[Merkurev's solution](#)

195.

418A

[Football](#) · [Tutorial](#)

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

[Merkurev's solution](#)

196.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: combinatorics, dp, number theory

[Merkurev's solution](#)

197.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

198.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: math

[Merkurev's solution](#)

199.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,004 global accepts · Rating: 1400 · first AC: 2013-04-11 · MS C++ (first AC) · Tags: data structures, implementation

[Merkurev's solution](#)

200.

277A

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

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2013-02-28 · MS C++ (first AC) · Tags: dfs and similar, dsu

[Merkurev's solution](#)

201.

226A

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

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

[Merkurev's solution](#)

202.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, data structures, implementation

[Merkurev's solution](#)

203.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2011-11-25 · Java 6 (first AC) · Tags: combinatorics, math

[Merkurev's solution](#)

204.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Merkurev's solution](#)

205.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Merkurev's solution](#)

206.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Merkurev's solution](#)

207.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Merkurev's solution](#)

208.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Merkurev's solution](#)

209.

1368B

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

Quality: 21,425 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Merkurev's solution](#)

210.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Merkurev's solution](#)

211.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Merkurev's solution](#)

212.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Merkurev's solution](#)

213.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[Merkurev's solution](#)

214.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Merkurev's solution](#)

215.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[Merkurev's solution](#)

216.

1110C

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

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

[Merkurev's solution](#)

217.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Merkurev's solution](#)

218.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Merkurev's solution](#)

219.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Merkurev's solution](#)

220.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Merkurev's solution](#)

221.

1012A

[Photo of The Sky](#) · [Tutorial](#)

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

[Merkurev's solution](#)

222.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Merkurev's solution](#)

223.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Merkurev's solution](#)

224.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Merkurev's solution](#)

225.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Merkurev's solution](#)

226.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Merkurev's solution](#)

227.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Merkurev's solution](#)

228.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Merkurev's solution](#)

229.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Merkurev's solution](#)

230.

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

[Merkurev's solution](#)

231.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation

[Merkurev's solution](#)

232.

611C

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

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

[Merkurev's solution](#)

233.

587A

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

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

[Merkurev's solution](#)

234.

576A

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

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[Merkurev's solution](#)

235.

562B

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

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

236.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

237.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

238.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: greedy, math

[Merkurev's solution](#)

239.

497A

[Removing Columns](#) · [Tutorial](#)

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

[Merkurev's solution](#)

240.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy

[Merkurev's solution](#)

241.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp

[Merkurev's solution](#)

242.

414A

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

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

[Merkurev's solution](#)

243.

403A

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

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

[Merkurev's solution](#)

244.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, data structures

[Merkurev's solution](#)

245.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dfs and similar

[Merkurev's solution](#)

246.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-23 · MS C++ (first AC) · Tags: games, greedy

[Merkurev's solution](#)

247.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics

[Merkurev's solution](#)

248.

274A

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

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · MS C++ (first AC) · Tags: binary search, greedy, sortings

[Merkurev's solution](#)

249.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, number theory

[Merkurev's solution](#)

250.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, implementation, sortings

[Merkurev's solution](#)

251.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,858 global accepts · Rating: 1500 · first AC: 2012-03-16 · MS C++ (first AC) · Tags: binary search, implementation

[Merkurev's solution](#)

252.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2012-01-18 · MS C++ (first AC) · Tags: hashing, implementation, strings

[Merkurev's solution](#)

253.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dp, greedy

[Merkurev's solution](#)

254.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2011-09-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[Merkurev's solution](#)

255.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Merkurev's solution](#)

256.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Merkurev's solution](#)

257.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Merkurev's solution](#)

258.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Merkurev's solution](#)

259.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Merkurev's solution](#)

260.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Merkurev's solution](#)

261.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[Merkurev's solution](#)

262.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Merkurev's solution](#)

263.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Merkurev's solution](#)

264.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[Merkurev's solution](#)

265.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Merkurev's solution](#)

266.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Merkurev's solution](#)

267.

1098A

[Sum in the tree](#) · [Tutorial](#)

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

[Merkurev's solution](#)

268.

1086A

[Connect Three](#) · [Tutorial](#)

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

[Merkurev's solution](#)

269.

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

[Merkurev's solution](#)

270.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Merkurev's solution](#)

271.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Merkurev's solution](#)

272.

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

[Merkurev's solution](#)

273.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Merkurev's solution](#)

274.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Merkurev's solution](#)

275.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Merkurev's solution](#)

276.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[Merkurev's solution](#)

277.

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

[Merkurev's solution](#)

278.

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

[Merkurev's solution](#)

279.

848A

[From Y to Y](#) · [Tutorial](#)

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

[Merkurev's solution](#)

280.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Merkurev's solution](#)

281.

768B

[Code For 1](#) · [Tutorial](#)

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

[Merkurev's solution](#)

282.

763A

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

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

[Merkurev's solution](#)

283.

756B

[Travel Card](#) · [Tutorial](#)

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

[Merkurev's solution](#)

284.

750C

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

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

[Merkurev's solution](#)

285.

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

[Merkurev's solution](#)

286.

725C

[Hidden Word](#) · [Tutorial](#)

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

[Merkurev's solution](#)

287.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Merkurev's solution](#)

288.

643B

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

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Merkurev's solution](#)

289.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[Merkurev's solution](#)

290.

645C

[Enduring Exodus](#) · [Tutorial](#)

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

291.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[Merkurev's solution](#)

292.

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
[Merkurev's solution](#)

293.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[Merkurev's solution](#)

294.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[Merkurev's solution](#)

295.

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
[Merkurev's solution](#)

296.

568A

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

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[Merkurev's solution](#)

297.

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
[Merkurev's solution](#)

298.

273B

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

Rating: 1600 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: combinatorics
[Merkurev's solution](#)

299.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1600 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: data structures, greedy
[Merkurev's solution](#)

300.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: dp, implementation

[Merkurev's solution](#)

301.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Merkurev's solution](#)

302.

477A

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

Rating: 1600 · first AC: 2015-03-31 · GNU C++11 (first AC) · Tags: math

[Merkurev's solution](#)

303.

524A

[AS>Cf<CâCÔ>, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation

[Merkurev's solution](#)

304.

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

[Merkurev's solution](#)

305.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Merkurev's solution](#)

306.

453A

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

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities

[Merkurev's solution](#)

307.

429B

[Working out](#) · [Tutorial](#)

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

[Merkurev's solution](#)

308.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · MS C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Merkurev's solution](#)

309.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2013-12-24 · MS C++ (first AC) · Tags: math, number theory

[Merkurev's solution](#)

310.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Merkurev's solution](#)

311.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: binary search, math, sortings

[Merkurev's solution](#)

312.

346A

[Alice and Bob](#) · [Tutorial](#)

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

[Merkurev's solution](#)

313.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · MS C++ (first AC) · Tags: greedy, math, number theory

[Merkurev's solution](#)

314.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dfs and similar, dp

[Merkurev's solution](#)

315.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, greedy

[Merkurev's solution](#)

316.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[Merkurev's solution](#)

317.

165C

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318.

142A

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319.

131D

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320.

1942C2

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321.

1916D

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geometry, math

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322.

1765D

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323.

1693B

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324.

1672D

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325.

1621C

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1503B

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327.

105A

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1392D

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329.

1383A

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330.

1368D

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331.

1361A

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332.

1340B

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333.

1336B

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334.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

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335.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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336.

1310A

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Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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337.

1267E

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Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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338.

1146C

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339.

1091D

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340.

1086B

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341.

1089E

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342.

1043D

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in-the-middle, two pointers

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343.

956C

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[Merkurev's solution](#)

344.

947A

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345.

949B

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346.

936A

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347.

827A

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348.

806A

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349.

765D

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350.

756A

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351.

696B

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352.

644B

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627B

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354.

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585B

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356.

575D

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559B

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358.

164A

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359.

532C

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361.

524B

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362.

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363.

126B

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364.

484A

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464A

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366.

449A

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367.

406B

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368.

316G1

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370.

295B

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371.

288C

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372.

176B

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163A

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375.

131E

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376.

2127D

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1870D

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1556D

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1556C

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380.

1517D

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382.

1466E

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387.

1394A

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389.

1329A

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1267J

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392.

1081D

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393.

1083A

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947C

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396.

913D

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853B

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830A

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400.

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725D

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402.

724C

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403.

671A

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404.

641C

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645D

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406.

626D

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407.

623A

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[Merkurev's solution](#)

408.

585A

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[Merkurev's solution](#)

409.

575H

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410.

543A

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[Merkurev's solution](#)

411.

532E

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

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412.

442B

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413.

487A

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414.

420B

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415.

403B

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416.

301A

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417.

280B

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418.

274B

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Quality: 5,571 global accepts · Rating: 1800 · first AC: 2013-02-20 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
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419.

173B

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420.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: constructive algorithms
[Merkurev's solution](#)

421.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[Merkurev's solution](#)

422.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings
[Merkurev's solution](#)

423.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[Merkurev's solution](#)

424.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[Merkurev's solution](#)

425.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[Merkurev's solution](#)

426.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[Merkurev's solution](#)

427.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Merkurev's solution](#)

428.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Merkurev's solution](#)

429.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Merkurev's solution](#)

430.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Merkurev's solution](#)

431.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[Merkurev's solution](#)

432.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Merkurev's solution](#)

433.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Merkurev's solution](#)

434.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Merkurev's solution](#)

435.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Merkurev's solution](#)

436.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Merkurev's solution](#)

437.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Merkurev's solution](#)

438.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[Merkurev's solution](#)

439.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[Merkurev's solution](#)

440.

1178E

[Archaeology](#) · [Tutorial](#)

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

441.

1081E

[Missing Numbers](#) · [Tutorial](#)

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

442.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[Merkurev's solution](#)

443.

1043E

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

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

444.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Merkurev's solution](#)

445.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Merkurev's solution](#)

446.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures
[Merkurev's solution](#)

447.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Merkurev's solution](#)

448.

1012B

[Chemical table](#) · [Tutorial](#)

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

[Merkurev's solution](#)

449.

981D

[Bookshelves](#) · [Tutorial](#)

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

[Merkurev's solution](#)

450.

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

[Merkurev's solution](#)

451.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Merkurev's solution](#)

452.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Merkurev's solution](#)

453.

757C

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

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

[Merkurev's solution](#)

454.

750D

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

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

[Merkurev's solution](#)

455.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Merkurev's solution](#)

456.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Merkurev's solution](#)

457.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[Merkurev's solution](#)

458.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[Merkurev's solution](#)

459.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[Merkurev's solution](#)

460.

613B

[Skills](#) · [Tutorial](#)

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

[Merkurev's solution](#)

461.

613A

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

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

[Merkurev's solution](#)

462.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[Merkurev's solution](#)

463.

568B

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

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Merkurev's solution](#)

464.

562D

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

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

465.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[Merkurev's solution](#)

466.

549D

[Haar Features](#) · [Tutorial](#)

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

[Merkurev's solution](#)

467.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Merkurev's solution](#)

468.

438B

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

Rating: 1900 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, dsu, sortings

[Merkurev's solution](#)

469.

477B

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

Rating: 1900 · first AC: 2015-03-31 · GNU C++11 (first AC) · Tags: math

[Merkurev's solution](#)

470.

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

[Merkurev's solution](#)

471.

497B

[Tennis Game](#) · [Tutorial](#)

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

[Merkurev's solution](#)

472.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Merkurev's solution](#)

473.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: data structures, graphs, implementation, two pointers

[Merkurev's solution](#)

474.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · MS C++ (first AC) · Tags: bitmasks, dp, sortings

[Merkurev's solution](#)

475.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: brute force, divide and conquer, dp

[Merkurev's solution](#)

476.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-16 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Merkurev's solution](#)

477.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: data structures

[Merkurev's solution](#)

478.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: brute force, combinatorics, dp

[Merkurev's solution](#)

479.

226B

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

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

[Merkurev's solution](#)

480.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: brute force, dp

[Merkurev's solution](#)

481.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · MS C++ (first AC) · Tags: *special, dp, sortings

[Merkurev's solution](#)

482.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Merkurev's solution](#)

483.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Merkurev's solution](#)

484.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Merkurev's solution](#)

485.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Merkurev's solution](#)

486.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Merkurev's solution](#)

487.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Merkurev's solution](#)

488.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Merkurev's solution](#)

489.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings

[Merkurev's solution](#)

490.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Merkurev's solution](#)

491.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Merkurev's solution](#)

492.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[Merkurev's solution](#)

493.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Merkurev's solution](#)

494.

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

[Merkurev's solution](#)

495.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Merkurev's solution](#)

496.

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

[Merkurev's solution](#)

497.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Merkurev's solution](#)

498.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Merkurev's solution](#)

499.

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

[Merkurev's solution](#)

500.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Merkurev's solution](#)

501.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[Merkurev's solution](#)

502.

806B

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

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Merkurev's solution](#)

503.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures
[Merkurev's solution](#)

504.

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
[Merkurev's solution](#)

505.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy
[Merkurev's solution](#)

506.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures
[Merkurev's solution](#)

507.

662D

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

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Merkurev's solution](#)

508.

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
[Merkurev's solution](#)

509.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[Merkurev's solution](#)

510.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

511.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: two pointers

[Merkurev's solution](#)

512.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Merkurev's solution](#)

513.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

514.

526C

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

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

[Merkurev's solution](#)

515.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Merkurev's solution](#)

516.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[Merkurev's solution](#)

517.

494B

[Obsessive String](#) · [Tutorial](#)

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

[Merkurev's solution](#)

518.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: binary search, data structures, dp, two pointers

[Merkurev's solution](#)

519.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: brute force, geometry

[Merkurev's solution](#)

520.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Merkurev's solution](#)

521.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Merkurev's solution](#)

522.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[Merkurev's solution](#)

523.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: dp, strings

[Merkurev's solution](#)

524.

338B

[Book of Evil](#) · [Tutorial](#)

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39A

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768E

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1909F1

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477C

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618.

521C

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625.

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Quality: 3,022 global accepts · Rating: 2200 · first AC: 2013-05-05 · MS C++ (first AC) · Tags: data structures

[Merkurev's solution](#)

628.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: implementation, math, probabilities, trees
[Merkurev's solution](#)

629.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2013-02-20 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[Merkurev's solution](#)

630.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, dfs and similar, expression parsing
[Merkurev's solution](#)

631.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
[Merkurev's solution](#)

632.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Merkurev's solution](#)

633.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[Merkurev's solution](#)

634.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[Merkurev's solution](#)

635.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[Merkurev's solution](#)

636.

1239C

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

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[Merkurev's solution](#)

637.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[Merkurev's solution](#)

638.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[Merkurev's solution](#)

639.

1086C

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

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

[Merkurev's solution](#)

640.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Merkurev's solution](#)

641.

949D

[Curfew](#) · [Tutorial](#)

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

[Merkurev's solution](#)

642.

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

[Merkurev's solution](#)

643.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Merkurev's solution](#)

644.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · last AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Merkurev's solution](#)

645.

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

[Merkurev's solution](#)

646.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: dp, sortings

[Merkurev's solution](#)

647.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[Merkurev's solution](#)

648.

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

[Merkurev's solution](#)

649.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Merkurev's solution](#)

650.

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

[Merkurev's solution](#)

651.

562F

[Matching Names](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

652.

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

[Merkurev's solution](#)

653.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Merkurev's solution](#)

654.

543D

[Road Improvement](#) · [Tutorial](#)

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

[Merkurev's solution](#)

655.

211B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

656.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: dp

[Merkurev's solution](#)

657.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: data structures, math

[Merkurev's solution](#)

658.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: data structures

[Merkurev's solution](#)

659.

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

[Merkurev's solution](#)

660.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2014-11-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math, number theory

[Merkurev's solution](#)

661.

429C

[Guess the Tree](#) · [Tutorial](#)

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

[Merkurev's solution](#)

662.

414D

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

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

[Merkurev's solution](#)

663.

406C

[Graph Cutting](#) · [Tutorial](#)

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

[Merkurev's solution](#)

664.

403D

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

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

[Merkurev's solution](#)

665.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: flows, graph matchings

[Merkurev's solution](#)

666.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Merkurev's solution](#)

667.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Merkurev's solution](#)

668.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Merkurev's solution](#)

669.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Merkurev's solution](#)

670.

1441B

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

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Merkurev's solution](#)

671.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Merkurev's solution](#)

672.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Merkurev's solution](#)

673.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Merkurev's solution](#)

674.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Merkurev's solution](#)

675.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

676.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Merkurev's solution](#)

677.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Merkurev's solution](#)

678.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Merkurev's solution](#)

679.

1098C

[Construct a tree](#) · [Tutorial](#)

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

[Merkurev's solution](#)

680.

1091E

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

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

[Merkurev's solution](#)

681.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Merkurev's solution](#)

682.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Merkurev's solution](#)

683.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Merkurev's solution](#)

684.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Merkurev's solution](#)

685.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: math

[Merkurev's solution](#)

686.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, number theory

[Merkurev's solution](#)

687.

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

[Merkurev's solution](#)

688.

1017E

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

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[Merkurev's solution](#)

689.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Merkurev's solution](#)

690.

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

[Merkurev's solution](#)

691.

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

[Merkurev's solution](#)

692.

866D

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

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Merkurev's solution](#)

693.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[Merkurev's solution](#)

694.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Merkurev's solution](#)

695.

755E

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Merkurev's solution](#)

696.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[Merkurev's solution](#)

697.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[Merkurev's solution](#)

698.

679C

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

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

[Merkurev's solution](#)

699.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[Merkurev's solution](#)

700.

641D

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

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[Merkurev's solution](#)

701.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[Merkurev's solution](#)

702.

653E

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

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Merkurev's solution](#)

703.

626F

[Group Projects](#) · [Tutorial](#)

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

[Merkurev's solution](#)

704.

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

[Merkurev's solution](#)

705.

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

[Merkurev's solution](#)

706.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

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

[Merkurev's solution](#)

707.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[Merkurev's solution](#)

708.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, dp

[Merkurev's solution](#)

709.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

710.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: flows, graphs

[Merkurev's solution](#)

711.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

712.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[Merkurev's solution](#)

713.

524E

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

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Merkurev's solution](#)

714.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[Merkurev's solution](#)

715.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[Merkurev's solution](#)

716.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[Merkurev's solution](#)

717.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Merkurev's solution](#)

718.

295D

[Greg and Caves](#) · [Tutorial](#)

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

[Merkurev's solution](#)

719.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[Merkurev's solution](#)

720.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2013-02-28 · MS C++ (first AC) · Tags: games, implementation

[Merkurev's solution](#)

721.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2013-02-28 · MS C++ (first AC) · Tags: flows, trees

[Merkurev's solution](#)

722.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation,

math

[Merkurev's solution](#)

723.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[Merkurev's solution](#)

724.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Merkurev's solution](#)

725.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Merkurev's solution](#)

726.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[Merkurev's solution](#)

727.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Merkurev's solution](#)

728.

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

[Merkurev's solution](#)

729.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Merkurev's solution](#)

730.

1310B

[Double Elimination](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Merkurev's solution](#)

731.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Merkurev's solution](#)

732.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Merkurev's solution](#)

733.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Merkurev's solution](#)

734.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Merkurev's solution](#)

735.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Merkurev's solution](#)

736.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Merkurev's solution](#)

737.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[Merkurev's solution](#)

738.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy

[Merkurev's solution](#)

739.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: data structures

[Merkurev's solution](#)

740.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

741.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Merkurev's solution](#)

742.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[Merkurev's solution](#)

743.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[Merkurev's solution](#)

744.

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
[Merkurev's solution](#)

745.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Merkurev's solution](#)

746.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation
[Merkurev's solution](#)

747.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings
[Merkurev's solution](#)

748.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Merkurev's solution](#)

749.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: bitmasks, dp
[Merkurev's solution](#)

750.

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-04-28 · GNU C++11 (first AC) · Tags: —
[Merkurev's solution](#)

751.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers
[Merkurev's solution](#)

752.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math
[Merkurev's solution](#)

753.

438C

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

Rating: 2500 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: dp, geometry

[Merkurev's solution](#)

754.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[Merkurev's solution](#)

755.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures

[Merkurev's solution](#)

756.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Merkurev's solution](#)

757.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2013-09-27 · MS C++ (first AC) · Tags: brute force, data structures

[Merkurev's solution](#)

758.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Merkurev's solution](#)

759.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Merkurev's solution](#)

760.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Merkurev's solution](#)

761.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Merkurev's solution](#)

762.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Merkurev's solution](#)

763.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Merkurev's solution](#)

764.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Merkurev's solution](#)

765.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Merkurev's solution](#)

766.

1503D

[Flip the Cards](#) · [Tutorial](#)

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

[Merkurev's solution](#)

767.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Merkurev's solution](#)

768.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[Merkurev's solution](#)

769.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Merkurev's solution](#)

770.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Merkurev's solution](#)

771.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Merkurev's solution](#)

772.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Merkurev's solution](#)

773.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, interactive, sortings

[Merkurev's solution](#)

774.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Merkurev's solution](#)

775.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2017-03-15 · last AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Merkurev's solution](#)

776.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Merkurev's solution](#)

777.

1091F

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

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

[Merkurev's solution](#)

778.

1089I

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

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Merkurev's solution](#)

779.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Merkurev's solution](#)

780.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Merkurev's solution](#)

781.

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

[Merkurev's solution](#)

782.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures

[Merkurev's solution](#)

783.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[Merkurev's solution](#)

784.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[Merkurev's solution](#)

785.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Merkurev's solution](#)

786.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Merkurev's solution](#)

787.

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

[Merkurev's solution](#)

788.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[Merkurev's solution](#)

789.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: 2-sat, greedy

[Merkurev's solution](#)

790.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

791.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Merkurev's solution](#)

792.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

793.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

794.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: dp, probabilities

[Merkurev's solution](#)

795.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2013-12-24 · MS C++ (first AC) · Tags: bitmasks, shortest paths

[Merkurev's solution](#)

796.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Merkurev's solution](#)

797.

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2013-09-20 · MS C++ (first AC) · Tags: dp, graphs, shortest paths

[Merkurev's solution](#)

798.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Merkurev's solution](#)

799.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Merkurev's solution](#)

800.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Merkurev's solution](#)

801.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

802.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Merkurev's solution](#)

803.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Merkurev's solution](#)

804.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Merkurev's solution](#)

805.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Merkurev's solution](#)

806.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Merkurev's solution](#)

807.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Merkurev's solution](#)

808.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Merkurev's solution](#)

809.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Merkurev's solution](#)

810.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Merkurev's solution](#)

811.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[Merkurev's solution](#)

812.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Merkurev's solution](#)

813.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Merkurev's solution](#)

814.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Merkurev's solution](#)

815.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Merkurev's solution](#)

816.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Merkurev's solution](#)

817.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Merkurev's solution](#)

818.

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

[Merkurev's solution](#)

819.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Merkurev's solution](#)

820.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees

[Merkurev's solution](#)

821.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[Merkurev's solution](#)

822.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-11 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Merkurev's solution](#)

823.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Merkurev's solution](#)

824.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2015-04-21 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Merkurev's solution](#)

825.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2015-03-31 · Java 7 (first AC) · Tags: dp, strings

[Merkurev's solution](#)

826.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix

structures, strings

[Merkurev's solution](#)

827.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: divide and conquer, dp

[Merkurev's solution](#)

828.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[Merkurev's solution](#)

829.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-23 · MS C++ (first AC) · Tags: brute force, combinatorics

[Merkurev's solution](#)

830.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Merkurev's solution](#)

831.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Merkurev's solution](#)

832.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, shortest paths

[Merkurev's solution](#)

833.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Merkurev's solution](#)

834.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[Merkurev's solution](#)

835.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · last AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[Merkurev's solution](#)

836.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Merkurev's solution](#)

837.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Merkurev's solution](#)

838.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Merkurev's solution](#)

839.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings

[Merkurev's solution](#)

840.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Merkurev's solution](#)

841.

1098D

[Eels](#) · [Tutorial](#)

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

[Merkurev's solution](#)

842.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Merkurev's solution](#)

843.

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

[Merkurev's solution](#)

844.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-09-09 · last AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Merkurev's solution](#)

845.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · last AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[Merkurev's solution](#)

846.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Merkurev's solution](#)

847.

750F

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

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Merkurev's solution](#)

848.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[Merkurev's solution](#)

849.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Merkurev's solution](#)

850.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: data structures, dp

[Merkurev's solution](#)

851.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2015-07-22 · last AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities

[Merkurev's solution](#)

852.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Merkurev's solution](#)

853.

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

[Merkurev's solution](#)

854.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Merkurev's solution](#)

855.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: greedy

[Merkurev's solution](#)

856.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2015-01-11 · GNU C++0x (first AC) · Tags: data structures, divide and conquer

[Merkurev's solution](#)

857.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

interactive

[Merkurev's solution](#)

858.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Merkurev's solution](#)

859.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, math

[Merkurev's solution](#)

860.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Merkurev's solution](#)

861.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Merkurev's solution](#)

862.

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

[Merkurev's solution](#)

863.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Merkurev's solution](#)

864.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[Merkurev's solution](#)

865.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Merkurev's solution](#)

866.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Merkurev's solution](#)

867.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Merkurev's solution](#)

868.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2014-12-17 · GNU C++0x (first AC) · Tags: brute force, geometry, math

[Merkurev's solution](#)

869.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Merkurev's solution](#)

870.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[Merkurev's solution](#)

871.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

872.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Merkurev's solution](#)

873.

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

[Merkurev's solution](#)

874.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: math, probabilities

[Merkurev's solution](#)

875.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · last AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Merkurev's solution](#)

876.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: data structures, dp

[Merkurev's solution](#)

877.

562A

[Logistical Questions](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

878.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: dp, sortings

[Merkurev's solution](#)

879.

532A

[Berland Miners](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

880.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Merkurev's solution](#)

881.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

882.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Merkurev's solution](#)

883.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[Merkurev's solution](#)

884.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: data structures

[Merkurev's solution](#)

885.

695E

[Huffman Coding on Segment](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: data structures

[Merkurev's solution](#)

886.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Merkurev's solution](#)

887.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Merkurev's solution](#)

888.

1368G

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

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[Merkurev's solution](#)

889.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Merkurev's solution](#)

890.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2016-05-08 · last AC: 2016-05-08 · GNU C++11 (first AC) · Tags: data structures

[Merkurev's solution](#)

891.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Merkurev's solution](#)

892.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[Merkurev's solution](#)

893.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Merkurev's solution](#)

894.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Merkurev's solution](#)

895.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: geometry, math

[Merkurev's solution](#)

896.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

897.

104757H

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

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

898.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

899.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

900.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

901.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

902.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

903.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

904.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

905.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Merkurev's solution](#)

906.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

907.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[Merkurev's solution](#)

908.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Merkurev's solution](#)

909.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Merkurev's solution](#)

910.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Merkurev's solution](#)

911.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Merkurev's solution](#)

912.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Merkurev's solution](#)

913.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Merkurev's solution](#)

914.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Merkurev's solution](#)

915.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Merkurev's solution](#)

916.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[Merkurev's solution](#)

917.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Merkurev's solution](#)

918.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Merkurev's solution](#)

919.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Merkurev's solution](#)

920.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Merkurev's solution](#)

921.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Merkurev's solution](#)

922.

1531E2

[B >D B<,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Merkurev's solution](#)

923.

1531E1

[B 5D0B0,,@Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Merkurev's solution](#)

924.

1531D

[B 5CD0C7BCjag@D45CÂ C,,=C45D Â 6öÆ+](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Merkurev's solution](#)

925.

1531C

[B 80Ä&CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Merkurev's solution](#)

926.

1531B1

[AÄ&CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Merkurev's solution](#)

927.

1531B2

[AÄ&CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Merkurev's solution](#)

928.

1531A

[At8CÔ3OT@ipcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Merkurev's solution](#)

929.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

930.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

931.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

932.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

933.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

934.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · MS C++ 2017 (first AC) · Tags: —

[Merkurev's solution](#)

935.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · MS C++ 2017 (first AC) · Tags: —

[Merkurev's solution](#)

936.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

937.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

938.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

939.

101410B

[Pouring Water](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

940.

101410G

[Midsummer Fires \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

941.

101410F

[Determinant \(64 Mb ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · Python 3 (first AC) · Tags: —

[Merkurev's solution](#)

942.

101410A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

943.

101410D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

944.

101410J

[One-Armed Bandit](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

945.

101410E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

946.

101410H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

947.

101410I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

948.

101410C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

949.

101564F

[Jumping monkey](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

950.

101564B

[Periodic points](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

951.

101564H

[Assembly line](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

952.

101564E

[Palindromic DNA](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

953.

101564I

[Locks and keys](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

954.

101564D

[Fake scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

955.

101564G

[Sensor network](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

956.

101564J

[3-sided dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

957.

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

958.

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

959.

101463J

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

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Merkurev's solution](#)

960.

101463B

[Hard-working Student](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

961.

101463A

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

Rating: — · first AC: 2020-06-15 · Python 3 (first AC) · Tags: —

[Merkurev's solution](#)

962.

101463E

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

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

963.

101463H

[The Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

964.

101463K

[The Bad Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

965.

101463I

[The Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

966.

101463C

[System Engineer](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

967.

101463D

[Cycles of Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

968.

101463F

[Maze Stretching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

969.

101463G

[Software Industry Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

970.

101409J

[Jellous balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

971.

101409H

[Headache](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

972.

101409B

[Brothers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

973.

101409F

[Filter-Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

974.

101409L

[Lacking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

975.

101409K

[Kth P-Partition](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

976.

101409G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

977.

101409D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

978.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

979.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

980.

101409C

[Canonical Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

981.

101409I

["Injurious" Triples](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

982.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

983.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

984.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

985.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

986.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

987.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

988.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

989.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · Python 3 (first AC) · Tags: —

[Merkurev's solution](#)

990.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

991.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

992.

101736C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

993.

101736J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

994.

101736D

[Dessert First Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

995.

101736F

[Farmer Faul](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

996.

101736G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

997.

101736I

[LASER SHIELDS](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

998.

101736E

[Easy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

999.

101736H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1000.

101736B

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1001.

101736A

[Amazing Chef Masters](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1002.

1275E2

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1003.

1275E1

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1004.

1275E3

[A→CÔBD >C´LCÔ0Dð AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1005.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1006.

1275C

[#define At0CD0D0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1007.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1008.

1275A

[B 1DK\\$K' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: *special

[Merkurev's solution](#)

1009.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1010.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1011.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1012.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1013.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1014.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1015.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1016.

102394I

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

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1017.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1018.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1019.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1020.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1021.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1022.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1023.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1024.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1025.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1026.

101775G

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

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1027.

101775D

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

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1028.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1029.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1030.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1031.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1032.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1033.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1034.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1035.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1036.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1037.

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1038.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1039.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1040.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1041.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1042.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1043.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1044.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1045.

102222H

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

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1046.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1047.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1048.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1049.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1050.

101992G

[Robots race](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1051.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1052.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1053.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1054.

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1055.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1056.

101992J

[The test cases](#) · [Tutorial](#)

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1057.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1058.

101992H

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1059.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1060.

101992C

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

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1061.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1062.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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1063.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1064.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1065.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1066.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1067.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

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1068.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1069.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1070.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1071.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1072.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1073.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1074.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1075.

101972B

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

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1076.

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1077.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1078.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1079.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1080.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1081.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1082.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1083.

101972A

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

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1084.

101972H

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

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1085.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1086.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1087.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1088.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1089.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1090.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1091.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1092.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1093.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1094.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1095.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1096.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1097.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · Python 3 (first AC) · Tags: —

[Merkurev's solution](#)

1098.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1099.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1100.

102007D

[Driver Disagreement](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1101.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1102.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1103.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1104.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1105.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1106.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1107.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1108.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1109.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1110.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1111.

101979H

[A65D\\$5D 1D4@C3đ](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1112.

101979J

[A`0015D!K C, 7CT@C=0C`0](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1113.

101979K

[A70C8D 8CÔB](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1114.

101979G

[A CD 3CT@D² 2 <=McDuck's>>](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1115.

101979D

[A6=CDAD\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1116.

101979I

[A4=Cä<DÄ D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1117.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1118.

101979F

[B4@C02C Ô5CÔ8Dò <C BCT<C BC,,GCTAC=»C' <C 3C,,8](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1119.

101979C

[AäE D46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1120.

101979L

[AD8CäCä<D°](#)

Rating: — · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Merkurev's solution](#)

1121.

101656F

[Ritual Circle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1122.

101656C

[Painted Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1123.

101656I

[Spellcasting](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1124.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1125.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1126.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1127.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1128.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1129.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1130.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1131.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1132.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1133.

101636J

[B-0012G15D15CÔ8CR A C≡>CôLDô<C€](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1134.

101636H

[A„3D 0 C r u t t ö 4 T](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1135.

101636F

[Aô00ô40T<C„O 2](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1136.

101636D

[B-5C\\$7C 4C ND”8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1137.

101636I

[BÔçTt1d\\$@C„GCTAC≡0Dò FCT?DÀ](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1138.

101636B

[AäB0≡@D´BD´9 C≡CC >C](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1139.

101636E

[A4D≡CDAC≡0Dò >C´8CÄ?C„0CD0](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1140.

101636L

[Aô00CñAD\\$KCR AD4DDD8C≡AD°](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1141.

101636C

[A≡C00C„3D4@C FC„>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1142.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1143.

101636G

[Add On!](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1144.

101636M

[AS>D AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1145.

101636K

[B 30g,HCCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1146.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1147.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1148.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1149.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1150.

101597B

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

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1151.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1152.

101597D

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

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1153.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1154.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1155.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1156.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1157.

101371F

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1158.

101371B

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1159.

101371C

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1160.

101371H

[Recover path](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1161.

101371A

[Black-white balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1162.

101367D

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1163.

101367G

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

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1164.

101367I

[Fast Typing](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1165.

101367C

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

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1166.

101367B

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1167.

101412E

[Sliding Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1168.

101412H

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

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1169.

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1170.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1171.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1172.

101412I

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

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1173.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1174.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1175.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1176.

101411I

[Illumination of Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1177.

101411J

[Journal](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1178.

101411G

[Game for Little Johnny](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1179.

101411H

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1180.

101411C

[Courier's Route](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1181.

101411E

[Extremal Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1182.

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[Merkurev's solution](#)

1183.

101411F

[Figure ans Spots](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1184.

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1185.

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1186.

101411B

["Bulls and Cows"](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1187.

101365A

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1188.

101365D

[Real Fun](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1189.

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1190.

101365E

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1191.

101234G

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

Rating: — · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Merkurev's solution](#)

1192.

101370E

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1193.

101370G

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1194.

101370H

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

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1195.

101370I

[Prefixes and suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1196.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1197.

101370J

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1198.

101370F

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

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1199.

101370C

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

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1200.

101370A

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-06 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1201.

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · last AC: 2016-07-23 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1202.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · last AC: 2016-04-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1203.

100342B

[Car Wash](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1204.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1205.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1206.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1207.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1208.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1209.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1210.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1211.

100342J

[Triatip](#) · [Tutorial](#)

Rating: — · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1212.

100340E

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

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

[Merkurev's solution](#)

1213.

100340H

[Boat Race](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1214.

100340A

[Cookies](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1215.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1216.

100340C

[ePig](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1217.

100340J

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

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

[Merkurev's solution](#)

1218.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1219.

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1220.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1221.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1222.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1223.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1224.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1225.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1226.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1227.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-07 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1228.

100057F

[B 00@CT7C =C,,5 D\\$>D BC](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1229.

100057A

[A 05D 5C\\$>CB 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1230.

100057D

[A 00T8C\\$0D\\$>D](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1231.

100057E

[AñDôicD6Cä=](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1232.

100057B

[Aã1D10D\\$=C O Ct0CD0Dt0 Câ GCT@CT?C HC#5](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1233.

100057C

[B 00010,,5CÔ8Dò BC 1C´8DdK](#)

Rating: — · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1234.

100075F

[A4Dc0aDt=C O D\\$@C AD 0](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1235.

100075A

[At,D6i0ôBC,,FD°](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1236.

100075D

[AãA0iaC](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1237.

100075C

[Aô@CaFCTAD >D](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1238.

100075B

[B\\$00çAÇä;C,,0CÔFD°](#)

Rating: — · first AC: 2015-07-19 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1239.

100624G

[Jewel heist](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1240.

100624K

[Graphic Madness](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1241.

100624E

[Word equations](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1242.

100624I

[The Dragon and the knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1243.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1244.

100624J

[Conservation](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1245.

100624C

[Chemist's vows](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1246.

100624B

[Who wants to live forever?](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1247.

100624H

[Darts](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1248.

100624A

[Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: —

[Merkurev's solution](#)

1249.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1250.

100253A

[TV](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1251.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1252.

100253M

[Winnie-the-Pooh Needs Help](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1253.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1254.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2015-03-11 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1255.

100253B

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

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1256.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1257.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1258.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1259.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1260.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-24 · last AC: 2015-03-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1261.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1262.

100540D

[Diccionario Portunol](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1263.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1264.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1265.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1266.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1267.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1268.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1269.

100534H

[Dreams Were Important Too!](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1270.

100534J

[Bimetallic coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1271.

100534I

[Coin Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1272.

100534C

[Coin Graph](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1273.

100534D

[Coin Table](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1274.

100534B

[Fake Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1275.

100534G

[Coin Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1276.

100534A

[Abnormal Coins](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1277.

100526H

[Highway Hassle](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1278.

100526F

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

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

[Merkurev's solution](#)

1279.

100526C

[Citadel Construction](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1280.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1281.

100526K

[Key to Knowledge](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1282.

100526D

[Dropping Directions](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1283.

100526I

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

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

[Merkurev's solution](#)

1284.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1285.

100526E

[Excellent Engineers](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1286.

100526B

[Button Bashing](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1287.

100526G

[Growling Gears](#) · [Tutorial](#)

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

[Merkurev's solution](#)

1288.

100503I

[Snow in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1289.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1290.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1291.

100503J

[Choreographer Problem](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1292.

100503D

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

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1293.

100503C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1294.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1295.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1296.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1297.

100549C

[A\\$5D'5D BC\\$5CÔ=D'5 Dt8D ;C](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1298.

100549K

[Aô@Câ3D4;C=0 Cô> Ct>Cä?C @C=C](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1299.

100549B

[A15C=0D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1300.

100549E

[A48C0=0D\\$5Ct0 Cäl CälCä1D"5CÔ=Cä< C= >CÔ5](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1301.

100549D

[A,3D0l](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1302.

100549I

[Bt5D5C60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1303.

100549F

[ATUBDl](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1304.

100549J

[Aô>Dt8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1305.

100549A

[Aô@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1306.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2014-12-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1307.

100506H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1308.

100506E

[Lingo](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1309.

100506F

[Splitting the Loot](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1310.

100506B

[Bus Pass](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1311.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1312.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1313.

100506C

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

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1314.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1315.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1316.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-17 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1317.

100497L

[Mine Layer](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1318.

100497D

[Board Queries](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1319.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1320.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1321.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1322.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1323.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1324.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1325.

100497K

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

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1326.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1327.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1328.

100131I

[A0050C„FC](#)

Rating: — · first AC: 2014-03-25 · last AC: 2014-10-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1329.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1330.

100494A

[Aspen Avenue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1331.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1332.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1333.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1334.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1335.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1336.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1337.

100486A

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

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1338.

100486D

[Mine the Gradient](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1339.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1340.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1341.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1342.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1343.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1344.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1345.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1346.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1347.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1348.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1349.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1350.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1351.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1352.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1353.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1354.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1355.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-13 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1356.

100135J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1357.

100135I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1358.

100135H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1359.

100135G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1360.

100135F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1361.

100135E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1362.

100135D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1363.

100135C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1364.

100135B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1365.

100135A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-31 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1366.

100094E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1367.

100094C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1368.

100094B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1369.

100094A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1370.

100249D

[B0000CÄ5CÐ](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1371.

100249C

[ASDAD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1372.

100249B

[A0000CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7C¤5](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1373.

100249A

[B0000CÄA C=C >D\\$@CT7C¤5](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1374.

100093F

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1375.

100093E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1376.

100093D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1377.

100093C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1378.

100093B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1379.

100093A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-29 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1380.

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1381.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1382.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1383.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1384.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1385.

100338H

[High Speed Trains](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-18 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1386.

100173E

[A=0000\\$5C`LC00D0 : Cä:D CCd=CäAD\\$8](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1387.

100173C

[AD20R>C= @D46C0>D BC€](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1388.

100173B

[A05D080Ä5D\\$@ C\\$KCôCC=;Cä9 Cä1Cä;CäGC=8](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1389.

100173A

[ASK00C=;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1390.

1001680

[A000C`;CT;DÄ=C O C0@D0<C O](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1391.

100168T

[B·0DAD>D0=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1392.

100168P

[A0@Q,äC 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1393.

100168S

[A0>000d5C08CR BCäGCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1394.

100168R

[A0@Q,äC 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1395.

100168Q

[A0@Q,äC 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1396.

100168N

[B4@02005C08CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1397.

100168M

[B4@02005C08CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1398.

100168L

[AD;Q;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1399.

100168K

[A05D05D 5Dt5C08CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1400.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1401.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1402.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1403.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2014-07-17 · last AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1404.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1405.

100168E

[A8D ACCT:D\\$@C,,AC](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1406.

100168D

[A0;Cä10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1407.

100168C

[A670a10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1408.

100168B

[B430a1a CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1409.

100168A

[A67000D =D´9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1410.

100345I

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

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1411.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1412.

100345D

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

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1413.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1414.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1415.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1416.

100345B

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

Rating: — · first AC: 2014-07-13 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1417.

100092H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1418.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1419.

100092F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1420.

100092E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1421.

100092D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1422.

100092C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1423.

100092B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1424.

100092A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1425.

100337C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1426.

100337G

[Musical](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1427.

100337B

[Lempel-Ziv Compression](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1428.

100337H

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1429.

100337J

[2-3 Trees](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1430.

100337A

[Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1431.

100337F

["Money, Money, Money"](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1432.

100324F

[Surface Genus](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1433.

100324C

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1434.

100324I

[Princess Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1435.

100324G

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

Rating: — · first AC: 2014-07-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1436.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1437.

100324A

[Almost Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1438.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-04 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1439.

100222E

[Infinity Sect](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1440.

100222G

[Refrain](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-02 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1441.

100222D

[Gas Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1442.

100222C

[Decoding Martian Messages](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1443.

100222J

[Truth](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1444.

100222A

[Addictions](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-29 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1445.

100218D

[Young Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1446.

100218A

[Perfect Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1447.

100218J

[Yet Another Minimal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1448.

100218E

[Mazes Exit Guide](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1449.

100218H

[Rent A Car](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1450.

100218F

[Nonequal Parts](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1451.

100218G

[Primitive Product](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-27 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1452.

100459D

[Evil Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-16 · GNU C++0x (first AC) · Tags: —

[Merkurev's solution](#)

1453.

100217D

[Merge Sort](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1454.

100217H

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1455.

100217A

[Finite Automata](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1456.

100217J

[Tree Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1457.

100217G

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1458.

100216J

[Lucky Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1459.

100216I

[Solid Tilings](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1460.

100216B

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1461.

100216E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1462.

100216F

[Cutting Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1463.

100216A

[Generalized Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1464.

100216H

[Sand-Glass](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1465.

100215H

[Manhattan Police](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1466.

100215E

[Fool's Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1467.

100215K

[Words Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1468.

100215D

[Equations System](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1469.

100215B

[Dividing a Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1470.

100215G

[Two Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1471.

100215F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1472.

100215A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1473.

100215C

[Thermal Death of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1474.

100215I

[Regular Words](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-01 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1475.

100213F

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1476.

100213B

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1477.

100213K

[Gone Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1478.

100213E

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1479.

100213H

[Saving Princess](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1480.

100213I

[Radio Waves](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1481.

100213C

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1482.

100213A

[Beer Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1483.

100213D

[Integer Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2014-05-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1484.

100372D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1485.

100372E

[Sergey's game](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1486.

100372I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1487.

100372H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1488.

100372F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1489.

100372C

[Sergey and array \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1490.

100372B

[Sergey and a pattern \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1491.

100372A

[Sergey and reduction \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1492.

100210I

[Secret Lab](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1493.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1494.

100210C

[Martians' DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1495.

100210J

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1496.

100210G

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

Rating: — · first AC: 2014-04-11 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1497.

100210F

[Parallel Processes](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-11 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1498.

100377L

[Travel \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1499.

100377N

[Deputies on the tree \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-08 · last AC: 2014-04-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1500.

100204G

[Network Wars](#) · [Tutorial](#)

Rating: — · first AC: 2014-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1501.

100379F

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

Rating: — · first AC: 2014-03-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1502.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1503.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1504.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1505.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1506.

100131H

[A\\$AD\\$C\\$:C :C`NDt5C\\$KDR 7CÔ0Dt5CÔ8C•](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1507.

100131E

[Aô;C=adDÔ2C :D40Dd8C€](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1508.

100131K

[AÄ5040!C,,=C\\$5D AC,,8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1509.

100131S

[A; A00aC\\$0 D CCÄ<C](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1510.

100131R

[A12CT7CDK](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1511.

100131P

[A»FD56ÔL C,,7 Cô5D 5D BC =Cä2C»8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1512.

100131F

[Aô5D5D 5Dt5CÔ8CR 4C\\$CDR >D\\$@CT7C»>C](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1513.

100131C

[A\\$K0ôC»;C O Cä1Cä;CäGC»0](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1514.

100131G

[AÄ00Kd, 8 A»0D ;D >CĐ](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1515.

100131L

[AÔ00;âCT=DÄHCT5 C»@C BCÔ>CP](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1516.

100131B

[A»D004CT=D 0Dd8Dò 3D 0DD0](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1517.

100131D

[BdBCpC,,GCTAC=8CR AD4DDD8C=AD°](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1518.

100131M

[A5D8Cä4 D BD >C=8](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1519.

1001310

[A00CäAD\\$0Dò 7C 4C GC](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1520.

100131J

[A 008D 8CÔB Ct=C =C,,9](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1521.

100131N

[BS>Dri0, ACäGC´5CÔ5CÔ8Dä](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1522.

100131T

[A10Ä5CÐ](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1523.

100131Q

[AäAD\\$>0\\$=Cä5 CD5D 5C\\$> 2](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1524.

100131A

[AÄ>Di8D°](#)

Rating: — · first AC: 2014-03-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1525.

100376G

[Petya and the game](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · last AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1526.

100376J

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

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1527.

100376K

[Yet Another Binary Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1528.

100376E

[LinearMapReduce](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1529.

100376F

[Circles and trees](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1530.

100376H

[Petya and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1531.

100376I

[Petya and arrays 2](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1532.

100376D

[Deputies on the tree \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1533.

100376C

[Christmas gifts \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1534.

100376B

[Laser \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1535.

100376A

[Lucky pairs \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1536.

100184C

[Accomodation](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1537.

100184H

[Control chain](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1538.

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1539.

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1540.

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1541.

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · Java 7 (first AC) · Tags: —

[Merkurev's solution](#)

1542.

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1543.

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1544.

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1545.

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1546.

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1547.

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2014-03-07 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1548.

100296F

[ASCII](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1549.

100296K

[ASCII](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1550.

100296J

[A1004@C=C00D?Cä@D](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1551.

100296C

[A4=0ä<D° 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1552.

100296A

[Aä;UT310, 4C\\$>C,,GCÔKCR?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BC€](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1553.

100296I

[A05D5D\\$OC48C\\$0CÔ8CR:C=C BC](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1554.

100296H

[A10D°8D”5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1555.

100296E

[B\\$5C15D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1556.

100296G

[A0@Cä7D°](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1557.

100296D

[A0äCä@C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1558.

100296B

[A4DäC CB'CP](#)

Rating: — · first AC: 2013-12-29 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1559.

100269K

[Kids in a Friendly Class](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1560.

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1561.

100269F

[Flight Boarding Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1562.

100269G

[Garage](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1563.

100269D

[Dwarf Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1564.

100269E

[Energy Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1565.

100269B

[Ballot Analyzing Device](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1566.

100269A

[Arrangement of Contest](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: —

[Merkurev's solution](#)

1567.

100085G

[GCD Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1568.

100085D

[Dictionary Size](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1569.

100085B

[Binary Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1570.

100085A

[ASCII Area](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1571.

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1572.

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1573.

100240I

[Moogles](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1574.

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1575.

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1576.

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1577.

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1578.

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1579.

100200D

[Linear Programming Dual](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1580.

100200C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1581.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1582.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1583.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1584.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1585.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1586.

100200B

[Burning Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-20 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1587.

100248K

[Rock Garden](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1588.

100248J

[Quaternary Balance](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1589.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1590.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1591.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1592.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1593.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1594.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-16 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1595.

100206D

[Chessmaster](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1596.

100206C

[Parking at Secret Object](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1597.

100206B

[Fire station building](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-30 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1598.

100231G

[Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1599.

100231F

[Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1600.

100231E

[Servers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1601.

100231L

[Bit Counting](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1602.

100231B

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1603.

100231H

[Voracious Steve](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1604.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1605.

100231I

[Palindrometer](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1606.

100231J

[Mine Sweeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1607.

100231K

[Profits](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1608.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1609.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1610.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1611.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1612.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1613.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1614.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1615.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1616.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1617.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1618.

100228J

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

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1619.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1620.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1621.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1622.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1623.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-15 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1624.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1625.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1626.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1627.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1628.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1629.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · Java 6 (first AC) · Tags: —

[Merkurev's solution](#)

1630.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-08 · Java 6 (first AC) · Tags: —

[Merkurev's solution](#)

1631.

100199D

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

Rating: — · first AC: 2013-09-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1632.

100116F

[A00C'0CD:C BD CC](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1633.

100116E

[B 0010,,5C08D0 <C0>Cd5D BC\\$0](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1634.

100116J

[A00C'0CD:C BD CC](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1635.

100116C

[A00C'0CD:C BD CC](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1636.

100116G

[B 0010,,5C08D0 <C0>Cd5D BC\\$0](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1637.

100116B

[A00C'0CD:C BD CC](#)

Rating: — · first AC: 2013-08-02 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1638.

100069A

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1639.

100069J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1640.

100069F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1641.

100069D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1642.

100069H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1643.

100069B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2013-07-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1644.

100036A

[AôCtUKDdLC=8 1D](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1645.

100036I

[A401aC\\$>C'>CÄ:C](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1646.

100036B

[A=;07Bc=0 CD;Dò ECä<DôGC=0](#)

Rating: — · first AC: 2013-01-05 · last AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1647.

100036H

[Aô@Cä0 0CÄ<C ?D 8DT>C'>C48Dt5D :Cä3Câ 8D AC'5CD>C\\$0CÔ8Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1648.

100036K

[AD20j6CT=C,,5](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1649.

100036G

[AÄ00CÄ1C,,9 AÄ@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1650.

100036F

[B-0012G15Dt5CÔ8Dò A C,,7CÄ5D 8D\\$5C´5CÄ](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1651.

100036J

[A400C16CD0CÔAC=0Dò >C >D >CÔ0](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1652.

100036E

[B-7D00\\$5CD;C,,2C O Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2013-01-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1653.

100038A

[B,,0D1äC BCÔKC´ 4CTBCT:D\\$8C](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1654.

100038C

[B08D0@Cä2Cä5 D\\$0C ;Cä](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1655.

100038D

[ASK0iaD K](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1656.

100038G

[AÄ00äAC,,<C ;DÄ=C O D CCÄ<C](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1657.

100038E

[B\\$00CÄCC4>C´LCÔ0Dò @C <C=0](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1658.

100038J

[A05D050ä;DäGCT=C,,5 CÄ5Cd4D2 >C=C <C€](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1659.

100038I

[B18D0;Cä](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1660.

100038B

[A7800d>D\\$5C BD](#)

Rating: — · first AC: 2013-01-03 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1661.

100039G

[A0>018C4>C0](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1662.

100039A

[B 0D0D :C 2 D\\$@C, FC\\$5D\\$0](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1663.

100039H

[A@C AC0>-DtQD =D'5 CD5D 5C\\$LDö](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1664.

100039F

[A0C=0TBC C'NC](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1665.

100039D

[B,T>D IACP](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1666.

100039C

[B0D:CT@C,,<CT=D](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1667.

100039I

[A,,7C0D 0Cd5C08CR BC 1C'8DdK](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1668.

100039J

[A0500@C 2C,,;DÄ=C O D GC,,BC ;C=0](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1669.

100039E

[A 2D\\$>C 8C'LC0KCR =Cä<CT@C](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1670.

100039B

[B0DÄD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2013-01-01 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1671.

100040H

[A0000>C@C,,AD\\$0C';](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1672.

100040A

[A".H0000C`C CÔ0 C\\$5C`>D 8C05CD5](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1673.

100040G

[A000000DBC E Dt5D 5Cr ?D >C00D BDÀ](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1674.

100040C

[AS0000CÔKC' ?CäECä4](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1675.

100040I

[AS000AD\\$0CÔ>C\\$;CT=C,,5 CÔ@Cä3D 0CÄ<D°](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1676.

100040B

[A0000CÔ4C @DÀ](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1677.

100040J

[A5D00C08C':C](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1678.

100040F

[BD5D000CT@D :C,,5 C CCD=C€](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1679.

100040E

[A0000000C'NDt5CÔ8D0=C HC ECÄ0D\\$=Cä9 CD>D :CP](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1680.

100040D

[B050007D4@C](#)

Rating: — · first AC: 2012-12-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1681.

100035D

[B20000](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1682.

100035C

[A100T2C B C↗D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1683.

100035G

[BÔçT1d\\$@Cä=CÔ0Dò BC 1C`8Dd0](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1684.

100035B

[AD@Cä1DÀ](#)

Rating: — · first AC: 2012-11-27 · Java 6 (first AC) · Tags: —

[Merkurev's solution](#)

1685.

100035F

[AÄ000ÆC BD\\$0CÔAC↗8C' ?Cä;C,,FCT9D :C,,9](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1686.

100035H

[B\\$DriäC,,=C ;](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1687.

100035I

[B-50`hAD² 2Câ 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1688.

100035E

[B4P0-Cä2C↗0](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1689.

100035A

[AD@C1T2CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2012-11-27 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1690.

100042E

[AD@Cä1DÄ2LATEX-CP](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1691.

100042A

[Ä↗CÔAD\\$@D°](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1692.

100042G

[AöSDriä BC =Cä2C↗8](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1693.

100042C

[BS00j@Cä@Cä4C](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1694.

100042H

[AS>01aC00Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1695.

100042F

[B`B0ä,C,,FC](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1696.

100042I

[A=0D<C,,GCTAC=8C' <D4ACä@D"8C](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1697.

100042B

[BD=0i0CÀ](#)

Rating: — · first AC: 2012-11-05 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1698.

100030F

[Magic Chains](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1699.

100030J

[Secret Laboratory](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1700.

100030I

[Prohibition](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1701.

100030L

[Make Your Donation Now](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1702.

100030E

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

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1703.

100030G

[Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1704.

100030A

[Innovative Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1705.

100030K

[Triskaidekaphobia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1706.

100030H

[The Longest Good Substring](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1707.

100030D

[Broadcasting](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1708.

100030C

[Pink Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1709.

100030B

[Epic Battle](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1710.

100041B

[A T C a i 0 4 C](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1711.

100041D

[B @ C 70 5 C 0 8 C R U \\$ À](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1712.

100041A

[AD 2 0 R a D \\$ 5 C Ô K](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1713.

100041C

[B Ô Ç T i a D \\$ @ C ä = C Ô K C R G C A D °](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1714.

100041G

[A d C Ô B D > C ´ L C Ô K C ´ 1 C ´ > C](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1715.

100041H

[A#CCial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1716.

100041F

[Bô1C0>H> CăB Dô1C'>CÔ8](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1717.

100034C

[BD#CÔBC =](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1718.

100034A

[B5CD0C#BCă@](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1719.

100034H

[A#>DT>Cd8CR <C BD 8DdK](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1720.

100034E

[B 8CĂC BC,,GCÔKCR CCt>D K](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1721.

100034D

[AD5D\\$AC#8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1722.

100034G

[AS>C0HCT1CÔ0Dò ?CăAC'5CD>C\\$0D\\$5C'LCÔ>D BDÀ](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1723.

100034F

[A#CCi8C#8](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1724.

100034B

[A#0D AC,,0CÔAC#8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1725.

100019C

[A#Că3CăCC4>C'LCÔ8C](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1726.

100019F

[A · ÔAÇa;C 4](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1727.

100019I

[A · ÔAD\\$0CÔFC,,O](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1728.

100019H

[A · ÔD43C€](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1729.

100019E

[B T"AAI](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1730.

100019G

[B ?C,,GO*8 – CD5D\\$OCÃð](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1731.

100019D

[AÔ5 CÔD5D" 6C,,7CÔ8 C\\$0CÂ ?Cä:C P](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1732.

100019B

[AÔ×018CÔ>CÀ](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1733.

100019A

[A · 5D CÔDD\\$ L C, AD´=Cä2DÄO](#)

Rating: — · first AC: 2012-07-08 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1734.

100002D

[Decoding Task · Tutorial](#)

Rating: — · first AC: 2012-06-23 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1735.

100052E

[E · Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1736.

100052G

[G · Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1737.

100052I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1738.

100052A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1739.

100052F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1740.

100052H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1741.

100052B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · last AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1742.

100052J

[J](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-18 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1743.

100006E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-14 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1744.

100006H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-14 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1745.

100006C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-14 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1746.

100006B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-14 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1747.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1748.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1749.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1750.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-06-11 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1751.

100043H

[B;Că@CăAD\\$=Că9 CD8C <CTBD 4C' O Că>C'LDd5C\\$>C' FCT?C€](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1752.

100043G

[A45C0ăC ACă 2D 5CĂ5CÔ5CÀ](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1753.

100043E

[Aă3DăCă=C O Cô0D :Că2Că0](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1754.

100043B

[A5CÔ4CT@](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1755.

100043D

[A,3Dă0](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1756.

100043C

[B 0Că@,GCÔKCR GC,,AC'0](#)

Rating: — · first AC: 2012-05-12 · Java 6 (first AC) · Tags: —

[Merkurev's solution](#)

1757.

100043J

[B Kdă0D ACă8C' IC,,B](#)

Rating: — · first AC: 2012-05-12 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1758.

100044E

[Aô0DăC@](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1759.

100044J

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1760.

100044H

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1761.

100044K

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1762.

100044I

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1763.

100044G

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1764.

100044F

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1765.

100044D

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1766.

100044A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-22 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1767.

100005A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1768.

100005F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1769.

100005H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1770.

100005G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1771.

100005D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)

1772.

100005E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-04-07 · MS C++ (first AC) · Tags: —

[Merkurev's solution](#)