

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

<https://cfelitetracker.vercel.app>

Unique solved — MikeZ

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

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

Filters: none

Count: 326

1.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[MikeZ's solution](#)

2.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: [implementation](#)

[MikeZ's solution](#)

3.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: [implementation](#)

[MikeZ's solution](#)

4.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#), [math](#)

[MikeZ's solution](#)

5.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[MikeZ's solution](#)

6.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: [implementation](#)

[MikeZ's solution](#)

7.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#)

[MikeZ's solution](#)

8.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#), [math](#), [sortings](#)

[MikeZ's solution](#)

9.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [implementation](#), [math](#)

[MikeZ's solution](#)

10.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,813 global accepts · Rating: 800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[MikeZ's solution](#)

11.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-09-08 · Python 3 (first AC) · Tags: implementation

[MikeZ's solution](#)

12.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

13.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

14.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[MikeZ's solution](#)

15.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: implementation

[MikeZ's solution](#)

16.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

17.

678A

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

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

18.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

19.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

20.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

21.

546A

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

Quality: 235,259 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[MikeZ's solution](#)

22.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

23.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MikeZ's solution](#)

24.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[MikeZ's solution](#)

25.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[MikeZ's solution](#)

26.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-14 · Mono C# (first AC) · Tags: implementation

[MikeZ's solution](#)

27.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

28.

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MikeZ's solution](#)

29.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

30.

611A

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

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

[MikeZ's solution](#)

31.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[MikeZ's solution](#)

32.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

33.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: implementation

[MikeZ's solution](#)

34.

545A

[Toy Cars](#) · [Tutorial](#)

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

[MikeZ's solution](#)

35.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

36.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MikeZ's solution](#)

37.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: strings

[MikeZ's solution](#)

38.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MikeZ's solution](#)

39.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

40.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MikeZ's solution](#)

41.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[MikeZ's solution](#)

42.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[MikeZ's solution](#)

43.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[MikeZ's solution](#)

44.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

45.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

46.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

47.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MikeZ's solution](#)

48.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[MikeZ's solution](#)

49.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[MikeZ's solution](#)

50.

691A

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

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

[MikeZ's solution](#)

51.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

52.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MikeZ's solution](#)

53.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: sortings

[MikeZ's solution](#)

54.

620B

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

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

[MikeZ's solution](#)

55.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: math

[MikeZ's solution](#)

56.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

57.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: math

[MikeZ's solution](#)

58.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

59.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings

[MikeZ's solution](#)

60.

723B

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

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[MikeZ's solution](#)

61.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MikeZ's solution](#)

62.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[MikeZ's solution](#)

63.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · Python 3 (first AC) · Tags: —

[MikeZ's solution](#)

64.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

65.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MikeZ's solution](#)

66.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2015-05-22 · last AC: 2015-05-22 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[MikeZ's solution](#)

67.

545B

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

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

[MikeZ's solution](#)

68.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: implementation, strings

[MikeZ's solution](#)

69.

527A

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

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

70.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[MikeZ's solution](#)

71.

534A

[Exam](#) · [Tutorial](#)

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

[MikeZ's solution](#)

72.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

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

[MikeZ's solution](#)

73.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[MikeZ's solution](#)

74.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[MikeZ's solution](#)

75.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[MikeZ's solution](#)

76.

803B

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

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

77.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

78.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

79.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

80.

546B

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

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

[MikeZ's solution](#)

81.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[MikeZ's solution](#)

82.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[MikeZ's solution](#)

83.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

84.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[MikeZ's solution](#)

85.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MikeZ's solution](#)

- 86.**
761B
[Dasha and friends](#) · [Tutorial](#)
Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[MikeZ's solution](#)
- 87.**
450B
[Jzzhu and Sequences](#) · [Tutorial](#)
Quality: 28,829 global accepts · Rating: 1300 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[MikeZ's solution](#)
- 88.**
471B
[MUH and Important Things](#) · [Tutorial](#)
Quality: 6,205 global accepts · Rating: 1300 · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[MikeZ's solution](#)
- 89.**
681B
[Economy Game](#) · [Tutorial](#)
Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: brute force
[MikeZ's solution](#)
- 90.**
628C
[Bear and String Distance](#) · [Tutorial](#)
Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: greedy, strings
[MikeZ's solution](#)
- 91.**
628B
[New Skateboard](#) · [Tutorial](#)
Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-07-11 · Python 3 (first AC) · Tags: dp
[MikeZ's solution](#)
- 92.**
690C1
[Brain Network \(easy\)](#) · [Tutorial](#)
Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[MikeZ's solution](#)
- 93.**
690F1
[Tree of Life \(easy\)](#) · [Tutorial](#)
Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[MikeZ's solution](#)
- 94.**
621B
[Wet Shark and Bishops](#) · [Tutorial](#)
Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation
[MikeZ's solution](#)
- 95.**
611B
[New Year and Old Property](#) · [Tutorial](#)
Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[MikeZ's solution](#)
- 96.**
600B
[Queries about less or equal elements](#) · [Tutorial](#)
Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers
[MikeZ's solution](#)

97.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: math

[MikeZ's solution](#)

98.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

99.

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

[MikeZ's solution](#)

100.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MikeZ's solution](#)

101.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[MikeZ's solution](#)

102.

545D

[Queue](#) · [Tutorial](#)

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

[MikeZ's solution](#)

103.

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

[MikeZ's solution](#)

104.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: math, number theory

[MikeZ's solution](#)

105.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

106.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[MikeZ's solution](#)

107.

803A

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

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

108.

472C

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

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MikeZ's solution](#)

109.

158C

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

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[MikeZ's solution](#)

110.

714C

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

Rating: 1400 · first AC: 2016-09-15 · last AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MikeZ's solution](#)

111.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MikeZ's solution](#)

112.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[MikeZ's solution](#)

113.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[MikeZ's solution](#)

114.

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

115.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[MikeZ's solution](#)

116.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: greedy, implementation, strings

[MikeZ's solution](#)

117.

546C

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

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

[MikeZ's solution](#)

118.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MikeZ's solution](#)

119.

538B

[Quasi Binary](#) · [Tutorial](#)

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

[MikeZ's solution](#)

120.

538A

[Cutting Banner](#) · [Tutorial](#)

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

[MikeZ's solution](#)

121.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[MikeZ's solution](#)

122.

534B

[Covered Path](#) · [Tutorial](#)

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

[MikeZ's solution](#)

123.

441B

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

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

124.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: geometry, math

[MikeZ's solution](#)

125.

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

[MikeZ's solution](#)

126.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[MikeZ's solution](#)

127.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: greedy, math

[MikeZ's solution](#)

128.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: number theory

[MikeZ's solution](#)

129.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[MikeZ's solution](#)

130.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MikeZ's solution](#)

131.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[MikeZ's solution](#)

132.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[MikeZ's solution](#)

133.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[MikeZ's solution](#)

134.

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MikeZ's solution](#)

135.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[MikeZ's solution](#)

136.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MikeZ's solution](#)

137.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-31 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[MikeZ's solution](#)

138.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[MikeZ's solution](#)

139.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[MikeZ's solution](#)

140.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[MikeZ's solution](#)

141.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[MikeZ's solution](#)

142.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy

[MikeZ's solution](#)

143.

611C

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

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

[MikeZ's solution](#)

144.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

145.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: combinatorics

[MikeZ's solution](#)

146.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy

[MikeZ's solution](#)

147.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-04-25 · GNU C++11 (first AC) · Tags: math, strings

[MikeZ's solution](#)

148.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[MikeZ's solution](#)

149.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[MikeZ's solution](#)

150.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[MikeZ's solution](#)

151.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[MikeZ's solution](#)

152.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MikeZ's solution](#)

153.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[MikeZ's solution](#)

154.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[MikeZ's solution](#)

155.

723C

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

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MikeZ's solution](#)

156.

825C

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

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

157.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MikeZ's solution](#)

158.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[MikeZ's solution](#)

159.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[MikeZ's solution](#)

160.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[MikeZ's solution](#)

161.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[MikeZ's solution](#)

162.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[MikeZ's solution](#)

163.

678B

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

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

164.

284C

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

Rating: 1600 · first AC: 2016-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp

[MikeZ's solution](#)

165.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-24 · last AC: 2016-01-24 · GNU C++11 (first AC) · Tags: dfs and similar

[MikeZ's solution](#)

166.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[MikeZ's solution](#)

167.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[MikeZ's solution](#)

168.

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

[MikeZ's solution](#)

169.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: implementation, math

[MikeZ's solution](#)

170.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[MikeZ's solution](#)

171.

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[MikeZ's solution](#)

172.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

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

[MikeZ's solution](#)

173.

525C

[Ilya and Sticks](#) · [Tutorial](#)

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

[MikeZ's solution](#)

174.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[MikeZ's solution](#)

175.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[MikeZ's solution](#)

176.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[MikeZ's solution](#)

177.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[MikeZ's solution](#)

178.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[MikeZ's solution](#)

179.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[MikeZ's solution](#)

180.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[MikeZ's solution](#)

181.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MikeZ's solution](#)

182.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[MikeZ's solution](#)

183.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[MikeZ's solution](#)

184.

471C

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

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[MikeZ's solution](#)

185.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[MikeZ's solution](#)

186.

691D

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

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

[MikeZ's solution](#)

187.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

188.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[MikeZ's solution](#)

189.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: math, number theory

[MikeZ's solution](#)

190.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[MikeZ's solution](#)

191.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[MikeZ's solution](#)

192.

598D

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

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2016-01-24 · last AC: 2016-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[MikeZ's solution](#)

193.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[MikeZ's solution](#)

194.

546D

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

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

[MikeZ's solution](#)

195.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[MikeZ's solution](#)

196.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[MikeZ's solution](#)

197.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[MikeZ's solution](#)

198.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MikeZ's solution](#)

199.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[MikeZ's solution](#)

200.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

201.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-21 · last AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[MikeZ's solution](#)

202.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[MikeZ's solution](#)

203.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[MikeZ's solution](#)

204.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[MikeZ's solution](#)

205.

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[MikeZ's solution](#)

206.

691C

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

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

[MikeZ's solution](#)

207.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

208.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[MikeZ's solution](#)

209.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[MikeZ's solution](#)

210.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[MikeZ's solution](#)

211.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: data structures, sortings

[MikeZ's solution](#)

212.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers

[MikeZ's solution](#)

213.

604D

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

Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dsu, math, number theory

[MikeZ's solution](#)

214.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[MikeZ's solution](#)

215.

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[MikeZ's solution](#)

216.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[MikeZ's solution](#)

217.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[MikeZ's solution](#)

218.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: dp

[MikeZ's solution](#)

219.

538D

[Weird Chess](#) · [Tutorial](#)

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

[MikeZ's solution](#)

220.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2015-04-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MikeZ's solution](#)

221.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2015-04-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[MikeZ's solution](#)

222.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[MikeZ's solution](#)

223.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[MikeZ's solution](#)

224.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[MikeZ's solution](#)

225.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[MikeZ's solution](#)

226.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[MikeZ's solution](#)

227.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[MikeZ's solution](#)

228.

472D

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

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[MikeZ's solution](#)

229.

711D

[Directed Roads](#) · [Tutorial](#)

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

[MikeZ's solution](#)

230.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices

[MikeZ's solution](#)

231.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[MikeZ's solution](#)

232.

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-05-28 · last AC: 2015-05-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[MikeZ's solution](#)

233.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[MikeZ's solution](#)

234.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[MikeZ's solution](#)

235.

534D

[Handshakes](#) · [Tutorial](#)

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

[MikeZ's solution](#)

236.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[MikeZ's solution](#)

237.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[MikeZ's solution](#)

238.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[MikeZ's solution](#)

239.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[MikeZ's solution](#)

240.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[MikeZ's solution](#)

241.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2016-01-24 · GNU C++11 (first AC) · Tags: ternary search

[MikeZ's solution](#)

242.

600D

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

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: geometry

[MikeZ's solution](#)

243.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2015-05-24 · GNU C++11 (first AC) · Tags: math, strings

[MikeZ's solution](#)

244.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++11 (first AC) · Tags: dfs and similar

[MikeZ's solution](#)

245.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MikeZ's solution](#)

246.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[MikeZ's solution](#)

247.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[MikeZ's solution](#)

248.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[MikeZ's solution](#)

249.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-07 · last AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, data structures

[MikeZ's solution](#)

250.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2016-04-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[MikeZ's solution](#)

251.

499E

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

Rating: 2100 · first AC: 2016-03-28 · last AC: 2016-03-28 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

252.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[MikeZ's solution](#)

253.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[MikeZ's solution](#)

254.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[MikeZ's solution](#)

255.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[MikeZ's solution](#)

256.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[MikeZ's solution](#)

257.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[MikeZ's solution](#)

258.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[MikeZ's solution](#)

259.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[MikeZ's solution](#)

260.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[MikeZ's solution](#)

261.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[MikeZ's solution](#)

262.

617E

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

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

[MikeZ's solution](#)

263.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[MikeZ's solution](#)

264.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2015-11-27 · last AC: 2025-03-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MikeZ's solution](#)

265.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[MikeZ's solution](#)

266.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MikeZ's solution](#)

267.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, strings

[MikeZ's solution](#)

268.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2018-08-13 · last AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[MikeZ's solution](#)

269.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-07-14 · last AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[MikeZ's solution](#)

270.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[MikeZ's solution](#)

271.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2016-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[MikeZ's solution](#)

272.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[MikeZ's solution](#)

273.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

274.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2015-12-04 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[MikeZ's solution](#)

275.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[MikeZ's solution](#)

276.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[MikeZ's solution](#)

277.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[MikeZ's solution](#)

278.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[MikeZ's solution](#)

279.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-03-05 · last AC: 2016-03-05 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[MikeZ's solution](#)

280.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[MikeZ's solution](#)

281.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2015-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[MikeZ's solution](#)

282.

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[MikeZ's solution](#)

283.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[MikeZ's solution](#)

284.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-08-04 · last AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MikeZ's solution](#)

285.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[MikeZ's solution](#)

286.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2017-02-25 · last AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[MikeZ's solution](#)

287.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-04-03 · last AC: 2019-04-03 · GNU C++11 (first AC) · Tags: data structures, divide

and conquer, hashing

[MikeZ's solution](#)

288.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[MikeZ's solution](#)

289.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[MikeZ's solution](#)

290.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MikeZ's solution](#)

291.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

292.

102566H

[Pussycat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

293.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

294.

101755L

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

Rating: — · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

295.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[MikeZ's solution](#)

296.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · last AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

297.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

298.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

299.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

300.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

301.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

302.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

303.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

304.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

305.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

306.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

307.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

308.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

309.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

310.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

311.

101061C

[Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

312.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

313.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

314.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

315.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

316.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

317.

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

318.

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

319.

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

320.

100507L

[Donald is a postman](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

321.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

322.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

323.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

324.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[MikeZ's solution](#)

325.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: —

[MikeZ's solution](#)

326.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[MikeZ's solution](#)