

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

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Unique solved — Milanin

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

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

Filters: none

Count: 798

1.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Milanin's solution](#)

2.

859A

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

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

[Milanin's solution](#)

3.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Milanin's solution](#)

4.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Milanin's solution](#)

5.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · MS C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Milanin's solution](#)

6.

630A

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

Quality: 93,516 global accepts · Rating: 800 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: number theory

[Milanin's solution](#)

7.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: math

[Milanin's solution](#)

8.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

9.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 800 · first AC: 2016-01-08 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

10.

546A

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

Quality: 235,221 global accepts · Rating: 800 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: brute force, implementation, math
[Milanin's solution](#)

11.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, math
[Milanin's solution](#)

12.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: implementation
[Milanin's solution](#)

13.

472A

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

Quality: 70,776 global accepts · Rating: 800 · first AC: 2014-09-28 · MS C++ (first AC) · Tags: math, number theory
[Milanin's solution](#)

14.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2014-05-21 · MS C++ (first AC) · Tags: implementation
[Milanin's solution](#)

15.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,240 global accepts · Rating: 800 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: implementation
[Milanin's solution](#)

16.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: *special, implementation, sortings
[Milanin's solution](#)

17.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,820 global accepts · Rating: 800 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: implementation
[Milanin's solution](#)

18.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,922 global accepts · Rating: 800 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: brute force, math
[Milanin's solution](#)

19.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-03 · MS C++ (first AC) · Tags: *special, brute force, implementation
[Milanin's solution](#)

20.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,498 global accepts · Rating: 800 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, implementation
[Milanin's solution](#)

21.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

22.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,312 global accepts · Rating: 800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force

[Milanin's solution](#)

23.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Milanin's solution](#)

24.

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

[Milanin's solution](#)

25.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[Milanin's solution](#)

26.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

27.

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

28.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,692 global accepts · Rating: 900 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: brute force, dp, implementation

[Milanin's solution](#)

29.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,488 global accepts · Rating: 900 · first AC: 2014-07-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Milanin's solution](#)

30.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2013-01-12 · MS C++ (first AC) · Tags: math, number theory

[Milanin's solution](#)

31.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: brute force, geometry

[Milanin's solution](#)

32.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Milanin's solution](#)

33.

859B

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

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

[Milanin's solution](#)

34.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[Milanin's solution](#)

35.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Milanin's solution](#)

36.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Milanin's solution](#)

37.

757A

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

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

[Milanin's solution](#)

38.

626A

[Robot Sequence](#) · [Tutorial](#)

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

[Milanin's solution](#)

39.

620B

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

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

[Milanin's solution](#)

40.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: games, greedy

[Milanin's solution](#)

41.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

42.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[Milanin's solution](#)

43.

500A

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

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2014-12-30 · MS C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Milanin's solution](#)

44.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1000 · first AC: 2014-12-25 · MS C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

45.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2014-12-25 · MS C++ (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

46.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: brute force, implementation, strings

[Milanin's solution](#)

47.

404A

[Valera and X](#) · [Tutorial](#)

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

[Milanin's solution](#)

48.

400A

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

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

49.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,269 global accepts · Rating: 1000 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

50.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-25 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

51.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2012-09-03 · last AC: 2012-09-03 · MS C++ (first AC) · Tags: greedy, shortest paths

[Milanin's solution](#)

52.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

53.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,320 global accepts · Rating: 1000 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

54.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,244 global accepts · Rating: 1000 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

55.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

56.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

57.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

58.

765B

[Code obfuscation](#) · [Tutorial](#)

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

[Milanin's solution](#)

59.

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

[Milanin's solution](#)

60.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · MS C++ (first AC) · Tags: brute force

[Milanin's solution](#)

61.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: math, number theory

[Milanin's solution](#)

62.

630D

[Hexagons!](#) · [Tutorial](#)

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

[Milanin's solution](#)

63.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,919 global accepts · Rating: 1100 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: combinatorics, math

[Milanin's solution](#)

64.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: greedy, sortings

[Milanin's solution](#)

65.

592B

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

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

[Milanin's solution](#)

66.

508A

[Pasha and Pixels](#) · [Tutorial](#)

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

[Milanin's solution](#)

67.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: data structures, implementation

[Milanin's solution](#)

68.

324C1

[The Great Julya Calendar](#) · [Tutorial](#)

Rating: 1100 · first AC: 2013-07-17 · last AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

69.

316A1

[Special Task](#) · [Tutorial](#)

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

[Milanin's solution](#)

70.

292A

[SMSC](#) · [Tutorial](#)

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

[Milanin's solution](#)

71.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[Milanin's solution](#)

72.

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

[Milanin's solution](#)

73.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

74.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2012-11-11 · MS C++ (first AC) · Tags: implementation, sortings

[Milanin's solution](#)

75.

227B

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

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

76.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: brute force, geometry, math

[Milanin's solution](#)

77.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

78.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

79.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

80.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,835 global accepts · Rating: 1100 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, greedy, implementation

[Milanin's solution](#)

81.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

82.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: greedy, implementation, math

[Milanin's solution](#)

83.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Milanin's solution](#)

84.

765C

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

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[Milanin's solution](#)

85.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: games, math

[Milanin's solution](#)

86.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

87.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Milanin's solution](#)

88.

592A

[PawnChess](#) · [Tutorial](#)

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

[Milanin's solution](#)

89.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

90.

546B

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

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

[Milanin's solution](#)

91.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,330 global accepts · Rating: 1200 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

92.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-21 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

93.

400B

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

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

[Milanin's solution](#)

94.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

95.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: graphs, implementation

[Milanin's solution](#)

96.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Milanin's solution](#)

97.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

98.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1200 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: greedy, two pointers

[Milanin's solution](#)

99.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

100.

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

[Milanin's solution](#)

101.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · MS C++ (first AC) · Tags: *special, constructive algorithms

[Milanin's solution](#)

102.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

103.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1200 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: greedy

[Milanin's solution](#)

104.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

105.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

106.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · MS C++ (first AC) · Tags: brute force, implementation, math

[Milanin's solution](#)

107.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Milanin's solution](#)

108.

630N

[Forecast](#) · [Tutorial](#)

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

[Milanin's solution](#)

109.

630F

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

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

[Milanin's solution](#)

110.

626B

[Cards](#) · [Tutorial](#)

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

[Milanin's solution](#)

111.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

112.

573A

[Bear and Poker](#) · [Tutorial](#)

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

[Milanin's solution](#)

113.

508B

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

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

[Milanin's solution](#)

114.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-01-14 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[Milanin's solution](#)

115.

132A

[Turing Tape](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1300 · first AC: 2015-01-13 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

116.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: implementation, number theory, strings

[Milanin's solution](#)

117.

472B

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

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

[Milanin's solution](#)

118.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-07-24 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

119.

291B

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

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: *special, implementation, strings

[Milanin's solution](#)

120.

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

[Milanin's solution](#)

121.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: games, greedy, implementation

[Milanin's solution](#)

122.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2012-12-06 · MS C++ (first AC) · Tags: binary search, combinatorics, two pointers

[Milanin's solution](#)

123.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: constructive algorithms, math

[Milanin's solution](#)

124.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[Milanin's solution](#)

125.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: geometry

[Milanin's solution](#)

126.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, implementation

[Milanin's solution](#)

127.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,158 global accepts · Rating: 1300 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: data structures, hashing, implementation

[Milanin's solution](#)

128.

221B

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

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

129.

220A

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

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

[Milanin's solution](#)

130.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,521 global accepts · Rating: 1300 · first AC: 2012-05-04 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

131.

173A

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

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

[Milanin's solution](#)

132.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · MS C++ (first AC) · Tags: *special, combinatorics

[Milanin's solution](#)

133.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · MS C++ (first AC) · Tags: *special, brute force

[Milanin's solution](#)

134.

161A

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

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[Milanin's solution](#)

135.

158D

[Ice Sculptures](#) · [Tutorial](#)

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

[Milanin's solution](#)

136.

117A

[Elevator](#) · [Tutorial](#)

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

[Milanin's solution](#)

137.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

138.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · MS C++ 2017 (first AC) · Tags: implementation, two pointers

[Milanin's solution](#)

139.

866A

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

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

[Milanin's solution](#)

140.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[Milanin's solution](#)

141.

679A

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

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

[Milanin's solution](#)

142.

630L

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

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

[Milanin's solution](#)

143.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: combinatorics, math

[Milanin's solution](#)

144.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-15 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

145.

550B

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

Quality: 27,454 global accepts · Rating: 1400 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: bitmasks, brute force

[Milanin's solution](#)

146.

546C

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

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

[Milanin's solution](#)

147.

538A

[Cutting Banner](#) · [Tutorial](#)

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

[Milanin's solution](#)

148.

538B

[Quasi Binary](#) · [Tutorial](#)

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

[Milanin's solution](#)

149.

518B

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

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

[Milanin's solution](#)

150.

516A

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

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

[Milanin's solution](#)

151.

514B

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

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Milanin's solution](#)

152.

513B1

[Permutations](#) · [Tutorial](#)

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

[Milanin's solution](#)

153.

507B

[Amr and Pins](#) · [Tutorial](#)

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

[Milanin's solution](#)

154.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

155.

472C

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

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

[Milanin's solution](#)

156.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

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

[Milanin's solution](#)

157.

388A

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

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

[Milanin's solution](#)

158.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: greedy, sortings

[Milanin's solution](#)

159.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · MS C++ (first AC) · Tags: binary search, constructive algorithms, greedy

[Milanin's solution](#)

160.

324A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Rating: 1400 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

161.

316A2

[Special Task](#) · [Tutorial](#)

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

[Milanin's solution](#)

162.

277A

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

Quality: 21,580 global accepts · Rating: 1400 · first AC: 2013-02-28 · MS C++ (first AC) · Tags: dfs and similar, dsu

[Milanin's solution](#)

163.

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: greedy, sortings

[Milanin's solution](#)

164.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 1400 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

165.

226A

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

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

[Milanin's solution](#)

166.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

167.

158C

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

Quality: 10,393 global accepts · Rating: 1400 · first AC: 2012-03-03 · MS C++ (first AC) · Tags: *special, data structures, implementation

[Milanin's solution](#)

168.

111A

[Petya and Inequiations](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

169.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,900 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[Milanin's solution](#)

170.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: implementation, sortings

[Milanin's solution](#)

171.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

172.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

173.

859C

[Pie Rules](#) · [Tutorial](#)

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

[Milanin's solution](#)

174.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · MS C++ (first AC) · Tags: brute force, dp, implementation

[Milanin's solution](#)

175.

674A

[Bear and Colors](#) · [Tutorial](#)

Quality: 1500 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: brute force, data structures, implementation

[Milanin's solution](#)

176.

630K

[Indivisibility](#) · [Tutorial](#)

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

[Milanin's solution](#)

177.

620C

[Pearls in a Row](#) · [Tutorial](#)

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

[Milanin's solution](#)

178.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

179.

587A

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

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

[Milanin's solution](#)

180.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,466 global accepts · Rating: 1500 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[Milanin's solution](#)

181.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,928 global accepts · Rating: 1500 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: binary search, sortings, two pointers

[Milanin's solution](#)

182.

576A

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

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

[Milanin's solution](#)

183.

550C

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

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

[Milanin's solution](#)

184.

550A

[Two Substrings](#) · [Tutorial](#)

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

[Milanin's solution](#)

185.

527C

[Glass Carving](#) · [Tutorial](#)

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

[Milanin's solution](#)

186.

528A

[Glass Carving](#) · [Tutorial](#)

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

[Milanin's solution](#)

187.

494A

[Treasure](#) · [Tutorial](#)

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

[Milanin's solution](#)

188.

468A

[24 Game](#) · [Tutorial](#)

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

[Milanin's solution](#)

189.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,980 global accepts · Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

190.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[Milanin's solution](#)

191.

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

[Milanin's solution](#)

192.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2014-03-19 · last AC: 2014-03-20 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

193.

403A

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

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

[Milanin's solution](#)

194.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

195.

356A

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

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2013-10-15 · MS C++ (first AC) · Tags: data structures, dsu

[Milanin's solution](#)

196.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-07-24 · MS C++ (first AC) · Tags: data structures, dp, implementation

[Milanin's solution](#)

197.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · MS C++ (first AC) · Tags: dfs and similar, shortest paths

[Milanin's solution](#)

198.

329A

[Purification](#) · [Tutorial](#)

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

[Milanin's solution](#)

199.

324A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

200.

325A

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

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

[Milanin's solution](#)

201.

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

[Milanin's solution](#)

202.

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

[Milanin's solution](#)

203.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics

[Milanin's solution](#)

204.

274A

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

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

[Milanin's solution](#)

205.

273A

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

Rating: 1500 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

206.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · MS C++ (first AC) · Tags: dp, number theory

[Milanin's solution](#)

207.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-25 · MS C++ (first AC) · Tags: implementation, sortings

[Milanin's solution](#)

208.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: brute force, two pointers

[Milanin's solution](#)

209.

224B

[Array](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1500 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: bitmasks, implementation, two pointers

[Milanin's solution](#)

210.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: hashing, implementation

[Milanin's solution](#)

211.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Milanin's solution](#)

212.

204B

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

Quality: 5,909 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, data structures

[Milanin's solution](#)

213.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp

[Milanin's solution](#)

214.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

215.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

216.

172C

[Bus](#) · [Tutorial](#)

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

[Milanin's solution](#)

217.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: dfs and similar

[Milanin's solution](#)

218.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: strings

[Milanin's solution](#)

219.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,655 global accepts · Rating: 1500 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Milanin's solution](#)

220.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: binary search, data structures

[Milanin's solution](#)

221.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: greedy, strings

[Milanin's solution](#)

222.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

223.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · MS C++ 2017 (first AC) · Tags: sortings, two pointers

[Milanin's solution](#)

224.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, sortings

[Milanin's solution](#)

225.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · MS C++ 2017 (first AC) · Tags: trees

[Milanin's solution](#)

226.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Milanin's solution](#)

227.

768B

[Code For 1](#) · [Tutorial](#)

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

[Milanin's solution](#)

228.

763A

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

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

[Milanin's solution](#)

229.

756B

[Travel Card](#) · [Tutorial](#)

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

[Milanin's solution](#)

230.

674B

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

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

[Milanin's solution](#)

231.

630G

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

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

[Milanin's solution](#)

232.

626C

[Block Towers](#) · [Tutorial](#)

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

[Milanin's solution](#)

233.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2016-01-13 · MS C++ (first AC) · Tags: binary search, dp

[Milanin's solution](#)

234.

616D

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

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: binary search, data structures, two pointers

[Milanin's solution](#)

235.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: dfs and similar

[Milanin's solution](#)

236.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · MS C++ (first AC) · Tags: dp, graphs

[Milanin's solution](#)

237.

600A

[Extract Numbers](#) · [Tutorial](#)

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

[Milanin's solution](#)

238.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[Milanin's solution](#)

239.

568A

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

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

[Milanin's solution](#)

240.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

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

[Milanin's solution](#)

241.

538C

[Tourist's Notes](#) · [Tutorial](#)

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

[Milanin's solution](#)

242.

518C

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

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

[Milanin's solution](#)

243.

518A

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

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

[Milanin's solution](#)

244.

508C

[Anya and Ghosts](#) · [Tutorial](#)

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

[Milanin's solution](#)

245.

135B

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

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2015-01-14 · MS C++ (first AC) · Tags: brute force, geometry, math

[Milanin's solution](#)

246.

500C

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

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

[Milanin's solution](#)

247.

500B

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

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

[Milanin's solution](#)

248.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: probabilities

[Milanin's solution](#)

249.

446A

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

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

[Milanin's solution](#)

250.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,780 global accepts · Rating: 1600 · first AC: 2014-05-21 · MS C++ (first AC) · Tags: dp, implementation, trees

[Milanin's solution](#)

251.

406A

[Unusual Product](#) · [Tutorial](#)

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

[Milanin's solution](#)

252.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,054 global accepts · Rating: 1600 · first AC: 2013-12-29 · MS C++ (first AC) · Tags: dfs and similar

[Milanin's solution](#)

253.

372A

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

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Milanin's solution](#)

254.

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

[Milanin's solution](#)

255.

343B

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

Quality: 17,296 global accepts · Rating: 1600 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: data structures, greedy, implementation

[Milanin's solution](#)

256.

343A

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

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

[Milanin's solution](#)

257.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

258.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · MS C++ (first AC) · Tags: combinatorics, math

[Milanin's solution](#)

259.

316B2

[EKG](#) · [Tutorial](#)

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

[Milanin's solution](#)

260.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

261.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

262.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: *special, greedy

[Milanin's solution](#)

263.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[Milanin's solution](#)

264.

273B

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

Rating: 1600 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: combinatorics

[Milanin's solution](#)

265.

269A

[Magical Boxes](#) · [Tutorial](#)

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

[Milanin's solution](#)

266.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · MS C++ (first AC) · Tags: bitmasks

[Milanin's solution](#)

267.

237C

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

Quality: 6,648 global accepts · Rating: 1600 · first AC: 2012-10-25 · MS C++ (first AC) · Tags: binary search, number theory, two pointers

[Milanin's solution](#)

268.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

269.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

270.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · MS C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[Milanin's solution](#)

271.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: binary search, greedy, number theory

[Milanin's solution](#)

272.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: brute force, dp, greedy

[Milanin's solution](#)

273.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,317 global accepts · Rating: 1600 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

274.

206B1

[Military Trainings](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Milanin's solution](#)

275.

206A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-07-06 · last AC: 2012-07-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

276.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

277.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

278.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-04-28 · GNU C++ (first AC) · Tags: —

[Milanin's solution](#)

279.

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 1600 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

280.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Milanin's solution](#)

281.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

282.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-08 · MS C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

283.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

284.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: brute force, math

[Milanin's solution](#)

285.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special

[Milanin's solution](#)

286.

778A

[String Game](#) · [Tutorial](#)

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

[Milanin's solution](#)

287.

765D

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

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

[Milanin's solution](#)

288.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[Milanin's solution](#)

289.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · MS C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Milanin's solution](#)

290.

756A

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

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

[Milanin's solution](#)

291.

685A

[Robbers' watch](#) · [Tutorial](#)

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

[Milanin's solution](#)

292.

627B

[Factory Repairs](#) · [Tutorial](#)

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

[Milanin's solution](#)

293.

627A

[XOR Equation](#) · [Tutorial](#)

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

[Milanin's solution](#)

294.

630Q

[Pyramids](#) · [Tutorial](#)

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

[Milanin's solution](#)

295.

630I

[Parking Lot](#) · [Tutorial](#)

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

[Milanin's solution](#)

296.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

297.

585B

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

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

[Milanin's solution](#)

298.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[Milanin's solution](#)

299.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2015-09-17 · MS C++ (first AC) · Tags: brute force, greedy

[Milanin's solution](#)

300.

578A

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

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2015-09-17 · MS C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

301.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[Milanin's solution](#)

302.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Milanin's solution](#)

303.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · MS C++ (first AC) · Tags: implementation, math, trees

[Milanin's solution](#)

304.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: geometry

[Milanin's solution](#)

305.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · MS C++ (first AC) · Tags: greedy, strings

[Milanin's solution](#)

306.

449A

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

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

[Milanin's solution](#)

307.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[Milanin's solution](#)

308.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[Milanin's solution](#)

309.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

310.

324B1

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-07-17 · last AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

311.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: hashing, strings

[Milanin's solution](#)

312.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

313.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

314.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[Milanin's solution](#)

315.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: dp, matrices

[Milanin's solution](#)

316.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,808 global accepts · Rating: 1700 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: data structures, expression parsing, implementation

[Milanin's solution](#)

317.

4D

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

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: dp, sortings

[Milanin's solution](#)

318.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Milanin's solution](#)

319.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Milanin's solution](#)

320.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[Milanin's solution](#)

321.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Milanin's solution](#)

322.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: brute force

[Milanin's solution](#)

323.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

324.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

325.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[Milanin's solution](#)

326.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

327.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · MS C++ 2017 (first AC) · Tags: games

[Milanin's solution](#)

328.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Milanin's solution](#)

329.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Milanin's solution](#)

330.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Milanin's solution](#)

331.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special, implementation

[Milanin's solution](#)

332.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Milanin's solution](#)

333.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[Milanin's solution](#)

334.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · MS C++ (first AC) · Tags: dp, geometry, greedy, implementation

[Milanin's solution](#)

335.

630M

[Turn](#) · [Tutorial](#)

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

[Milanin's solution](#)

336.

626D

[Jerry's Protest](#) · [Tutorial](#)

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

[Milanin's solution](#)

337.

623A

[Graph and String](#) · [Tutorial](#)

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

[Milanin's solution](#)

338.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

339.

585A

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

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2015-10-12 · MS C++ (first AC) · Tags: brute force, implementation

[Milanin's solution](#)

340.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: bitmasks, dp

[Milanin's solution](#)

341.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

342.

538D

[Weird Chess](#) · [Tutorial](#)

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

[Milanin's solution](#)

343.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Milanin's solution](#)

344.

528B

[Clique Problem](#) · [Tutorial](#)

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

[Milanin's solution](#)

345.

513G1

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

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

[Milanin's solution](#)

346.

513B2

[Permutations](#) · [Tutorial](#)

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

[Milanin's solution](#)

347.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2015-01-13 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

348.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

349.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: math, probabilities

[Milanin's solution](#)

350.

452B

[4-point polyline](#) · [Tutorial](#)

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

[Milanin's solution](#)

351.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,111 global accepts · Rating: 1800 · first AC: 2014-06-19 · MS C++ (first AC) · Tags: greedy, math, probabilities

[Milanin's solution](#)

352.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · MS C++ (first AC) · Tags: dfs and similar, graphs, sortings

[Milanin's solution](#)

353.

403B

[Upgrading Array](#) · [Tutorial](#)

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

[Milanin's solution](#)

354.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

355.

325B

[Stadium and Games](#) · [Tutorial](#)

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

[Milanin's solution](#)

356.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2013-01-08 · last AC: 2013-03-21 · MS C++ (first AC) · Tags: brute force, geometry, math

[Milanin's solution](#)

357.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: data structures, implementation, two pointers

[Milanin's solution](#)

358.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · MS C++ (first AC) · Tags: implementation, math

[Milanin's solution](#)

359.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · MS C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Milanin's solution](#)

360.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

361.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

362.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: implementation, math, number theory, sortings

[Milanin's solution](#)

363.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: brute force, games, implementation

[Milanin's solution](#)

364.

220B

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

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

[Milanin's solution](#)

365.

206D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Milanin's solution](#)

366.

206A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-07-06 · last AC: 2012-07-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

367.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: math, ternary search

[Milanin's solution](#)

368.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: dp, shortest paths

[Milanin's solution](#)

369.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · MS C++ (first AC) · Tags: math, ternary search

[Milanin's solution](#)

370.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-04-28 · last AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

371.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2012-04-28 · last AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

372.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: dfs and similar, shortest paths

[Milanin's solution](#)

373.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: dp, math, probabilities

[Milanin's solution](#)

374.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[Milanin's solution](#)

375.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

376.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings

[Milanin's solution](#)

377.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy

[Milanin's solution](#)

378.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[Milanin's solution](#)

379.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: brute force, number theory

[Milanin's solution](#)

380.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

381.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: implementation, strings

[Milanin's solution](#)

382.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: data structures, greedy

[Milanin's solution](#)

383.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-04-30 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[Milanin's solution](#)

384.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Milanin's solution](#)

385.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

386.

914D

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

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

[Milanin's solution](#)

387.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Milanin's solution](#)

388.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special, implementation

[Milanin's solution](#)

389.

757C

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

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

[Milanin's solution](#)

390.

685B

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

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

[Milanin's solution](#)

391.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: math

[Milanin's solution](#)

392.

613B

[Skills](#) · [Tutorial](#)

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

two pointers

[Milanin's solution](#)

393.

613A

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

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

[Milanin's solution](#)

394.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2016-01-13 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

395.

582B

[Once Again...](#) · [Tutorial](#)

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

[Milanin's solution](#)

396.

568B

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

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

[Milanin's solution](#)

397.

550D

[Regular Bridge](#) · [Tutorial](#)

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

[Milanin's solution](#)

398.

547B

[Mike and Feet](#) · [Tutorial](#)

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

[Milanin's solution](#)

399.

529E

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

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

[Milanin's solution](#)

400.

529B

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

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

[Milanin's solution](#)

401.

506A

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

Rating: 1900 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

402.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2015-01-14 · MS C++ (first AC) · Tags: constructive algorithms, games, greedy

[Milanin's solution](#)

403.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[Milanin's solution](#)

404.

472D

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

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

[Milanin's solution](#)

405.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,853 global accepts · Rating: 1900 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Milanin's solution](#)

406.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: greedy, implementation

[Milanin's solution](#)

407.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2014-03-19 · MS C++ (first AC) · Tags: dp, implementation

[Milanin's solution](#)

408.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Milanin's solution](#)

409.

377B

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

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

[Milanin's solution](#)

410.

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

[Milanin's solution](#)

411.

356B

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

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

[Milanin's solution](#)

412.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · MS C++ (first AC) · Tags: combinatorics, dp, probabilities

[Milanin's solution](#)

413.

343C

[Read Time](#) · [Tutorial](#)

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

[Milanin's solution](#)

414.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · MS C++ (first AC) · Tags: constructive algorithms, dp

[Milanin's solution](#)

415.

324B2

[Shave Beaver!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

416.

319B

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

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2013-06-23 · MS C++ (first AC) · Tags: data structures, implementation

[Milanin's solution](#)

417.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-19 · last AC: 2013-04-19 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Milanin's solution](#)

418.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: dp, math, probabilities

[Milanin's solution](#)

419.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: greedy, math

[Milanin's solution](#)

420.

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

[Milanin's solution](#)

421.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

422.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · MS C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Milanin's solution](#)

423.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: combinatorics, graphs, math

[Milanin's solution](#)

424.

228E

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

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Milanin's solution](#)

425.

226B

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

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

[Milanin's solution](#)

426.

223C

[Partial Sums](#) · [Tutorial](#)

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

[Milanin's solution](#)

427.

223B

[Two Strings](#) · [Tutorial](#)

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

[Milanin's solution](#)

428.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: dp, matrices

[Milanin's solution](#)

429.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-16 · MS C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Milanin's solution](#)

430.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Milanin's solution](#)

431.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: greedy, sortings

[Milanin's solution](#)

432.

206B2

[Military Trainings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2012-07-06 · GNU C++ (first AC) · Tags: —

[Milanin's solution](#)

433.

178E1

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 1900 · first AC: 2012-04-28 · last AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

434.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2012-04-28 · last AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

435.

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

436.

173C

[Spiral Maximum](#) · [Tutorial](#)

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

[Milanin's solution](#)

437.

158E

[Phone Talks](#) · [Tutorial](#)

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

[Milanin's solution](#)

438.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

439.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: binary search, data structures, number theory

[Milanin's solution](#)

440.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: brute force, probabilities

[Milanin's solution](#)

441.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,125 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees

[Milanin's solution](#)

442.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

443.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Milanin's solution](#)

444.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Milanin's solution](#)

445.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special

[Milanin's solution](#)

446.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special, brute force, implementation

[Milanin's solution](#)

447.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · MS C++ (first AC) · Tags: *special

[Milanin's solution](#)

448.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Milanin's solution](#)

449.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Milanin's solution](#)

450.

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

[Milanin's solution](#)

451.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · MS C++ (first AC) · Tags: binary search, greedy

[Milanin's solution](#)

452.

629C

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

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

[Milanin's solution](#)

453.

629D

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

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

[Milanin's solution](#)

454.

6300

[Arrow](#) · [Tutorial](#)

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

[Milanin's solution](#)

455.

615C

[Running Track](#) · [Tutorial](#)

Quality: 4,464 global accepts · Rating: 2000 · first AC: 2016-01-12 · MS C++ (first AC) · Tags: dp, greedy, strings, trees

[Milanin's solution](#)

456.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · MS C++ (first AC) · Tags: math, number theory

[Milanin's solution](#)

457.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-17 · MS C++ (first AC) · Tags: ternary search

[Milanin's solution](#)

458.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-08 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[Milanin's solution](#)

459.

516B

[Drazil and Tiles](#) · [Tutorial](#)

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

[Milanin's solution](#)

460.

514D

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

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

[Milanin's solution](#)

461.

513C

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

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

[Milanin's solution](#)

462.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2015-01-05 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

463.

494B

[Obsessive String](#) · [Tutorial](#)

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

[Milanin's solution](#)

464.

468B

[Two Sets](#) · [Tutorial](#)

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

[Milanin's solution](#)

465.

464B

[Restore Cube](#) · [Tutorial](#)

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

[Milanin's solution](#)

466.

453B

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

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[Milanin's solution](#)

467.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

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

[Milanin's solution](#)

468.

446B

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

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

[Milanin's solution](#)

469.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Milanin's solution](#)

470.

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: dsu, graphs, shortest paths

[Milanin's solution](#)

471.

388C

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

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

[Milanin's solution](#)

472.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[Milanin's solution](#)

473.

346B

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

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

[Milanin's solution](#)

474.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: data structures, dp

[Milanin's solution](#)

475.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-07 · MS C++ (first AC) · Tags: binary search, dfs and similar, strings

[Milanin's solution](#)

476.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · MS C++ (first AC) · Tags: brute force

[Milanin's solution](#)

477.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · MS C++ (first AC) · Tags: *special, dfs and similar, hashing, strings

[Milanin's solution](#)

478.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · MS C++ (first AC) · Tags: geometry

[Milanin's solution](#)

479.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

480.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Milanin's solution](#)

481.

267B

[Dominoes](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2000 · first AC: 2013-01-12 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Milanin's solution](#)

482.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · MS C++ (first AC) · Tags: binary search, combinatorics, dp, math

[Milanin's solution](#)

483.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · MS C++ (first AC) · Tags: dp, greedy, number theory

[Milanin's solution](#)

484.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2012-11-11 · MS C++ (first AC) · Tags: bitmasks, data structures

[Milanin's solution](#)

485.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · MS C++ (first AC) · Tags: geometry, implementation

[Milanin's solution](#)

486.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-25 · MS C++ (first AC) · Tags: flows, graphs

[Milanin's solution](#)

487.

237D

[T-decomposition](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-25 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Milanin's solution](#)

488.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

489.

228C

[Fractal Detector](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2000 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: dp, hashing

[Milanin's solution](#)

490.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: dp, math

[Milanin's solution](#)

491.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · GNU C++ (first AC) · Tags: math, probabilities

[Milanin's solution](#)

492.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

493.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-05-10 · MS C++ (first AC) · Tags: dfs and similar, dsu

[Milanin's solution](#)

494.

178E2

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

495.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

496.

164B

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

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · MS C++ (first AC) · Tags: two pointers

[Milanin's solution](#)

497.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-01 · MS C++ (first AC) · Tags: *special, implementation

[Milanin's solution](#)

498.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: binary search

[Milanin's solution](#)

499.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · MS C++ (first AC) · Tags: combinatorics, dp

[Milanin's solution](#)

500.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Milanin's solution](#)

501.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: combinatorics, dp

[Milanin's solution](#)

502.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Milanin's solution](#)

503.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[Milanin's solution](#)

504.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · MS C++ (first AC) · Tags: dp, games, math

[Milanin's solution](#)

505.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-04-27 · GNU C++ (first AC) · Tags: dp, games, number theory

[Milanin's solution](#)

506.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-16 · last AC: 2019-04-16 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings

[Milanin's solution](#)

507.

859D

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

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[Milanin's solution](#)

508.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Milanin's solution](#)

509.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Milanin's solution](#)

510.

763B

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

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Milanin's solution](#)

511.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-02-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Milanin's solution](#)

512.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-18 · MS C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

513.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2016-01-21 · MS C++ (first AC) · Tags: bitmasks, data structures, trees

[Milanin's solution](#)

514.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · MS C++ (first AC) · Tags: binary search, implementation, math

[Milanin's solution](#)

515.

587B

[Duff in Beach](#) · [Tutorial](#)

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

[Milanin's solution](#)

516.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Milanin's solution](#)

517.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2015-09-10 · MS C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Milanin's solution](#)

518.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2015-05-22 · MS C++ (first AC) · Tags: flows, graphs, math

[Milanin's solution](#)

519.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

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520.

529D

[Social Network](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, greedy

[Milanin's solution](#)

521.

507E

[Breaking Good](#) · [Tutorial](#)

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

[Milanin's solution](#)

522.

132D

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Quality: 724 global accepts · Rating: 2100 · first AC: 2015-01-13 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy

[Milanin's solution](#)

523.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2015-01-13 · MS C++ (first AC) · Tags: implementation

[Milanin's solution](#)

524.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2014-12-24 · MS C++ (first AC) · Tags: flows, graph matchings, number theory

[Milanin's solution](#)

525.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[Milanin's solution](#)

526.

464C

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

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

[Milanin's solution](#)

527.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Milanin's solution](#)

528.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: combinatorics, math, probabilities

[Milanin's solution](#)

529.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · MS C++ (first AC) · Tags: combinatorics, divide and conquer

[Milanin's solution](#)

530.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2014-03-05 · MS C++ (first AC) · Tags: binary search, bitmasks, data structures

[Milanin's solution](#)

531.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · MS C++ (first AC) · Tags: data structures, dp, math

[Milanin's solution](#)

532.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2013-09-14 · MS C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Milanin's solution](#)

533.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · MS C++ (first AC) · Tags: games

[Milanin's solution](#)

534.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[Milanin's solution](#)

535.

319C

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

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2013-06-23 · MS C++ (first AC) · Tags: dp, geometry

[Milanin's solution](#)

536.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2012-11-11 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Milanin's solution](#)

537.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Milanin's solution](#)

538.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2012-09-27 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

539.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2012-09-24 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

540.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: math, number theory

[Milanin's solution](#)

541.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

542.

1C

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

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

543.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2012-07-16 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Milanin's solution](#)

544.

178D3

[Magic Squares](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2100 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

545.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · MS C++ (first AC) · Tags: sortings, two pointers

[Milanin's solution](#)

546.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: combinatorics, dp, math

[Milanin's solution](#)

547.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Milanin's solution](#)

548.

111C

[Petya and Spiders](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · MS C++ (first AC) · Tags: bitmasks, dp, dsu

[Milanin's solution](#)

549.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: brute force, data structures, sortings

[Milanin's solution](#)

550.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

551.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Milanin's solution](#)

552.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Milanin's solution](#)

553.

756C

[Nikita and stack](#) · [Tutorial](#)

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

[Milanin's solution](#)

554.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · MS C++ (first AC) · Tags: bitmasks, dp

[Milanin's solution](#)

555.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · MS C++ (first AC) · Tags: binary search, dp, greedy

[Milanin's solution](#)

556.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · MS C++ (first AC) · Tags: data structures, divide and conquer, greedy

[Milanin's solution](#)

557.

620D

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · MS C++ (first AC) · Tags: binary search, two pointers

[Milanin's solution](#)

558.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-11 · MS C++ (first AC) · Tags: implementation, math, number theory

[Milanin's solution](#)

559.

592D

[Super M](#) · [Tutorial](#)

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

[Milanin's solution](#)

560.

587C

[Duff in the Army](#) · [Tutorial](#)

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

[Milanin's solution](#)

561.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Milanin's solution](#)

562.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math

[Milanin's solution](#)

563.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-27 · MS C++ (first AC) · Tags: brute force, data structures, math, sortings

[Milanin's solution](#)

564.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · MS C++ (first AC) · Tags: dfs and similar, dp, math, trees

[Milanin's solution](#)

565.

518E

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

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

[Milanin's solution](#)

566.

514E

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

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: dp, matrices

[Milanin's solution](#)

567.

508E

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: dp, greedy

[Milanin's solution](#)

568.

507D

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

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

[Milanin's solution](#)

569.

506B

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

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

[Milanin's solution](#)

570.

453C

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

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Milanin's solution](#)

571.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2014-05-02 · MS C++ (first AC) · Tags: dp, string suffix structures, strings

[Milanin's solution](#)

572.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2014-04-27 · MS C++ (first AC) · Tags: bitmasks, greedy

[Milanin's solution](#)

573.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2014-04-22 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

574.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · MS C++ (first AC) · Tags: dfs and similar, geometry, trees

[Milanin's solution](#)

575.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2014-03-19 · MS C++ (first AC) · Tags: binary search, greedy, implementation

[Milanin's solution](#)

576.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · MS C++ (first AC) · Tags: bitmasks, dp, games

[Milanin's solution](#)

577.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2013-09-20 · last AC: 2013-09-20 · MS C++ (first AC) · Tags: greedy, math

[Milanin's solution](#)

578.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-07-24 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[Milanin's solution](#)

579.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: string suffix structures

[Milanin's solution](#)

580.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · last AC: 2013-06-12 · MS C++ (first AC) · Tags: flows

[Milanin's solution](#)

581.

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

[Milanin's solution](#)

582.

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

[Milanin's solution](#)

583.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2013-01-08 · MS C++ (first AC) · Tags: data structures, implementation

[Milanin's solution](#)

584.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · MS C++ (first AC) · Tags: dfs and similar, implementation

[Milanin's solution](#)

585.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Milanin's solution](#)

586.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2012-08-27 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

587.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2012-04-28 · last AC: 2012-04-28 · MS C++ (first AC) · Tags: dp, sortings, strings

[Milanin's solution](#)

588.

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

[Milanin's solution](#)

589.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · MS C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[Milanin's solution](#)

590.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · MS C++ 2017 (first AC) · Tags: dp

[Milanin's solution](#)

591.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · MS C++ 2017 (first AC) · Tags: brute force, games, greedy

[Milanin's solution](#)

592.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Milanin's solution](#)

593.

629E

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

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

[Milanin's solution](#)

594.

623B

[Array GCD](#) · [Tutorial](#)

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

[Milanin's solution](#)

595.

585D

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

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-12 · MS C++ (first AC) · Tags: meet-in-the-middle

[Milanin's solution](#)

596.

573C

[Bear and Drawing](#) · [Tutorial](#)

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

[Milanin's solution](#)

597.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · MS C++ (first AC) · Tags: dfs and similar, strings, trees

[Milanin's solution](#)

598.

547C

[Mike and Foam](#) · [Tutorial](#)

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

[Milanin's solution](#)

599.

543D

[Road Improvement](#) · [Tutorial](#)

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

[Milanin's solution](#)

600.

518F

[Pasha and Pipe](#) · [Tutorial](#)

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

[Milanin's solution](#)

601.

516C

[Drazil and Park](#) · [Tutorial](#)

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

[Milanin's solution](#)

602.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: string suffix structures

[Milanin's solution](#)

603.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2015-01-06 · MS C++ (first AC) · Tags: combinatorics, dp, greedy

[Milanin's solution](#)

604.

500E

[New Year Domino](#) · [Tutorial](#)

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

[Milanin's solution](#)

605.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2014-12-14 · MS C++ (first AC) · Tags: dp, implementation

[Milanin's solution](#)

606.

425D

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

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

[Milanin's solution](#)

607.

425C

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

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

[Milanin's solution](#)

608.

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

[Milanin's solution](#)

609.

406C

[Graph Cutting](#) · [Tutorial](#)

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

[Milanin's solution](#)

610.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

611.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: brute force, dp

[Milanin's solution](#)

612.

316C2

[Tidying Up](#) · [Tutorial](#)

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

[Milanin's solution](#)

613.

212B

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

Quality: 368 global accepts · Rating: 2300 · first AC: 2012-09-19 · MS C++ (first AC) · Tags: bitmasks, hashing, implementation

[Milanin's solution](#)

614.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

615.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · MS C++ (first AC) · Tags: games, math

[Milanin's solution](#)

616.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: combinatorics, dsu, graphs

[Milanin's solution](#)

617.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · MS C++ (first AC) · Tags: dp, expression parsing, graphs, implementation

[Milanin's solution](#)

618.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[Milanin's solution](#)

619.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: geometry

[Milanin's solution](#)

620.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation,

math

[Milanin's solution](#)

621.

866C

[Gotta Go Fast](#) · [Tutorial](#)

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

[Milanin's solution](#)

622.

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

[Milanin's solution](#)

623.

756D

[Bacterial Melee](#) · [Tutorial](#)

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

[Milanin's solution](#)

624.

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

[Milanin's solution](#)

625.

679C

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

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

[Milanin's solution](#)

626.

674C

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

Rating: 2400 · first AC: 2016-05-07 · last AC: 2016-05-07 · MS C++ (first AC) · Tags: divide and conquer, dp

[Milanin's solution](#)

627.

626F

[Group Projects](#) · [Tutorial](#)

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

[Milanin's solution](#)

628.

626E

[Simple Skewness](#) · [Tutorial](#)

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

[Milanin's solution](#)

629.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math

[Milanin's solution](#)

630.

585C

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

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

[Milanin's solution](#)

631.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: number theory

[Milanin's solution](#)

632.

513D1

[Constrained Tree](#) · [Tutorial](#)

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

[Milanin's solution](#)

633.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Milanin's solution](#)

634.

498D

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-24 · last AC: 2014-12-25 · MS C++ (first AC) · Tags: data structures, dp, number theory

[Milanin's solution](#)

635.

498B

[Name That Tune](#) · [Tutorial](#)

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

[Milanin's solution](#)

636.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · MS C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Milanin's solution](#)

637.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Milanin's solution](#)

638.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-13 · MS C++ (first AC) · Tags: data structures, math, number theory

[Milanin's solution](#)

639.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: data structures, divide and conquer, trees

[Milanin's solution](#)

640.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-30 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

641.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-04 · last AC: 2013-08-04 · MS C++ (first AC) · Tags: brute force, dp

[Milanin's solution](#)

642.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2013-07-24 · MS C++ (first AC) · Tags: graphs, math

[Milanin's solution](#)

643.

329C

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

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

[Milanin's solution](#)

644.

324C2

[The Great Julya Calendar](#) · [Tutorial](#)

Rating: 2400 · first AC: 2013-07-17 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

645.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · MS C++ (first AC) · Tags: dp, math

[Milanin's solution](#)

646.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

647.

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

[Milanin's solution](#)

648.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2012-09-24 · MS C++ (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Milanin's solution](#)

649.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: data structures, two pointers

[Milanin's solution](#)

650.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2012-04-08 · MS C++ (first AC) · Tags: flows, graphs

[Milanin's solution](#)

651.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · MS C++ (first AC) · Tags: divide and conquer

[Milanin's solution](#)

652.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2012-01-22 · MS C++ (first AC) · Tags: data structures

[Milanin's solution](#)

653.

1198E

[Rectangle Painting 2 · Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · MS C++ 2017 (first AC) · Tags: flows, graph matchings, graphs
[Milanin's solution](#)

654.

1188A2

[Add on a Tree: Revolution · Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[Milanin's solution](#)

655.

778C

[Peterson Polyglot · Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-02-26 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[Milanin's solution](#)

656.

757E

[Bash Plays with Functions · Tutorial](#)

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

657.

613C

[Necklace · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · MS C++ (first AC) · Tags: constructive algorithms, math
[Milanin's solution](#)

658.

607C

[Marbles · Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2016-01-13 · MS C++ (first AC) · Tags: hashing, strings
[Milanin's solution](#)

659.

580E

[Kefa and Watch · Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: data structures, hashing, strings
[Milanin's solution](#)

660.

543C

[Remembering Strings · Tutorial](#)

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

661.

528D

[Fuzzy Search · Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: bitmasks, brute force, fft
[Milanin's solution](#)

662.

508D

[Tanya and Password · Tutorial](#)

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2015-01-27 · MS C++ (first AC) · Tags: dfs and similar, graphs
[Milanin's solution](#)

663.

135D

[Cycle · Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2015-01-14 · MS C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Milanin's solution](#)

664.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2015-01-09 · MS C++ (first AC) · Tags: hashing, strings

[Milanin's solution](#)

665.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

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

[Milanin's solution](#)

666.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · MS C++ (first AC) · Tags: data structures, greedy

[Milanin's solution](#)

667.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Milanin's solution](#)

668.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

669.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-08-31 · MS C++ (first AC) · Tags: geometry, math

[Milanin's solution](#)

670.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2012-04-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

671.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · MS C++ (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Milanin's solution](#)

672.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · last AC: 2012-03-11 · MS C++ (first AC) · Tags: brute force, dp

[Milanin's solution](#)

673.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · MS C++ (first AC) · Tags: divide and conquer, math

[Milanin's solution](#)

674.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Milanin's solution](#)

675.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Milanin's solution](#)

676.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation

[Milanin's solution](#)

677.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Milanin's solution](#)

678.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · MS C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Milanin's solution](#)

679.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2016-01-14 · MS C++ (first AC) · Tags: data structures, trees

[Milanin's solution](#)

680.

568C

[New Language](#) · [Tutorial](#)

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

[Milanin's solution](#)

681.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Milanin's solution](#)

682.

528C

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

Rating: 2600 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: constructive algorithms, graphs

[Milanin's solution](#)

683.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, data structures

[Milanin's solution](#)

684.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2013-01-13 · MS C++ (first AC) · Tags: dp

[Milanin's solution](#)

685.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: brute force, dp

[Milanin's solution](#)

686.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 2600 · first AC: 2012-09-03 · MS C++ (first AC) · Tags: greedy

[Milanin's solution](#)

687.

2C

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

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2012-08-20 · MS C++ (first AC) · Tags: geometry

[Milanin's solution](#)

688.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[Milanin's solution](#)

689.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[Milanin's solution](#)

690.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2016-02-11 · MS C++ (first AC) · Tags: greedy, math, probabilities

[Milanin's solution](#)

691.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-12 · MS C++ (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Milanin's solution](#)

692.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2015-09-17 · MS C++ (first AC) · Tags: dp, greedy

[Milanin's solution](#)

693.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2015-09-17 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Milanin's solution](#)

694.

576D

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

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

[Milanin's solution](#)

695.

529A

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

Rating: 2700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Milanin's solution](#)

696.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-08 · MS C++ (first AC) · Tags: flows

[Milanin's solution](#)

697.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2015-01-20 · MS C++ (first AC) · Tags: flows, graphs

[Milanin's solution](#)

698.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-25 · MS C++ (first AC) · Tags: dp, matrices

[Milanin's solution](#)

699.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2013-07-27 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[Milanin's solution](#)

700.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2013-01-12 · MS C++ (first AC) · Tags: math, matrices

[Milanin's solution](#)

701.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2012-11-01 · MS C++ (first AC) · Tags: binary search, bitmasks, data structures, math

[Milanin's solution](#)

702.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-02 · MS C++ 2017 (first AC) · Tags: dp

[Milanin's solution](#)

703.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Milanin's solution](#)

704.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2016-05-11 · last AC: 2016-05-11 · MS C++ (first AC) · Tags: data structures, number theory

[Milanin's solution](#)

705.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2016-02-13 · MS C++ (first AC) · Tags: data structures, greedy

[Milanin's solution](#)

706.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-24 · MS C++ (first AC) · Tags: data structures, strings, trees

[Milanin's solution](#)

707.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2016-01-15 · MS C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Milanin's solution](#)

708.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-13 · MS C++ (first AC) · Tags: brute force, geometry, math

[Milanin's solution](#)

709.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-08 · MS C++ (first AC) · Tags: flows

[Milanin's solution](#)

710.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Milanin's solution](#)

711.

763D

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

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-11 · last AC: 2017-02-11 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Milanin's solution](#)

712.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: binary search, dp

[Milanin's solution](#)

713.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-17 · last AC: 2013-09-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Milanin's solution](#)

714.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2015-08-29 · MS C++ (first AC) · Tags: data structures, divide and conquer, dp

[Milanin's solution](#)

715.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Milanin's solution](#)

716.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: data structures

[Milanin's solution](#)

717.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-17 · MS C++ (first AC) · Tags: data structures, dp, greedy, math

[Milanin's solution](#)

718.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2016-01-17 · MS C++ (first AC) · Tags: dp, hashing, strings

[Milanin's solution](#)

719.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2016-02-11 · last AC: 2016-02-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Milanin's solution](#)

720.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-03 · MS C++ (first AC) · Tags: dp, math, number theory

[Milanin's solution](#)

721.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · last AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Milanin's solution](#)

722.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-10 · last AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Milanin's solution](#)

723.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Milanin's solution](#)

724.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Milanin's solution](#)

725.

101630A

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

Rating: — · first AC: 2018-01-07 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

726.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

727.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Milanin's solution](#)

728.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

729.

100587D

[Fox Socks](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-25 · last AC: 2015-01-25 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

730.

100204F

[Little Mammoth](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

731.

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

732.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

733.

100204C

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

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

734.

100204I

[Bishops on a Toral Board](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

735.

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

736.

100204A

[Nonoptimal Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-11 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

737.

100201B

[The Minimal Angle](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

738.

100201G

[Warehouse Keeper](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

739.

100201H

[Don't Go Left](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

740.

100201D

[Yet Another Digit](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

741.

100201I

[Railroad Sort](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

742.

100201C

[Yellow Code](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-09 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

743.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

744.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

745.

100197E

[Quantization Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

746.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

747.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-25 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

748.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

749.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —
[Milanin's solution](#)

750.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

751.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

752.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

753.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

754.

100199D

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

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

755.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

756.

100108D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

757.

100108A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

758.

100108C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

759.

100108B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2012-12-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

760.

100097E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

761.

100097C

[C · Tutorial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

762.

100097B

[B · Tutorial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

763.

100097D

[D · Tutorial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

764.

100097A

[A · Tutorial](#)

Rating: — · first AC: 2012-10-12 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

765.

100090I

[Retakes · Tutorial](#)

Rating: — · first AC: 2012-10-06 · last AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

766.

100090F

[Asperger Syndrome · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

767.

100090B

[Birthday Cake · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

768.

100090H

[Game with the Stones · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

769.

100090A

[After Two Hares · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

770.

100090J

[Product Innovation · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

771.

100090M

[Jumping along the Hummocks · Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

772.

100090E

[Counterfeiters](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

773.

100090G

[The Last Wish](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

774.

100090K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

775.

100090C

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

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

776.

100090L

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

777.

100090D

[Insomnia](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-06 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

778.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

779.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

780.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

781.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

782.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

783.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

784.

100015A

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

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

785.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-26 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

786.

100004B

[Octagons](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

787.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

788.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

789.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

790.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2012-09-19 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

791.

100044J

[A0x0E7CD0](#)

Rating: — · first AC: 2012-05-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

792.

100044K

[A5D5C 5C\\$AC=0Dò 4C,,=C AD\\$8Dò](#)

Rating: — · first AC: 2012-05-28 · MS C++ (first AC) · Tags: —

[Milanin's solution](#)

793.

100044H

[B10Crial](#)

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