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Unique solved — MrKaStep

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

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Count: 632

1.

677A

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2.

977A

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3.

266A

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4.

2207A

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5.

617A

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6.

2098A

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7.

4A

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8.

769A

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9.

158A

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10.

758A

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11.

755A

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12.

721A

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13.

648B

[B > C > D > 8 D BCä;](#)

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14.

646A

[B\\$@C;1 D 0D\\$0](#)

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15.

618A

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16.

620A

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17.

615A

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18.

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19.

50A

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20.

551A

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21.

546A

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22.

540A

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23.

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24.

513A

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25.

520A

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26.

510A

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27.

490A

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28.

492A

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29.

486A

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30.

472A

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31.

469A

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32.

467A

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33.

71A

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34.

141A

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35.

339A

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36.

443A

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37.

432A

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38.

648A

[A0001Cä;DÄHC,,9 Cö>CDJCT<](#)

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39.

611A

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40.

591A

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41.

580A

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42.

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43.

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496A

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47.

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48.

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49.

337A

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50.

460A

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51.

96A

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52.

263B

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53.

149A

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54.

160A

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55.

405A

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56.

439A

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57.

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58.

757A

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59.

37A

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60.

725A

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61.

641A

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62.

659A

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63.

644A

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64.

637A

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65.

610A

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66.

604A

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67.

507A

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68.

583A

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69.

584A

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70.

560A

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71.

552A

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72.

515A

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73.

500A

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74.

479A

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75.

476A

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76.

465B

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77.

400A

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78.

1A

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79.

462A

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80.

118A

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81.

230A

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82.

1575A

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83.

158B

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84.

758B

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85.

755B

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86.

721B

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87.

648C

[A<C<D\\$U B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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88.

638A

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89.

618B

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90.

347B

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91.

596B

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92.

596A

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93.

570A

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94.

557A

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95.

548A

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96.

545B

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97.

544A

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98.

12C

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99.

174A

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100.

525A

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101.

522B

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102.

519B

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103.

508A

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104.

505A

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105.

475A

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106.

478A

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107.

471A

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108.

427B

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109.

467B

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110.

456A

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111.

363B

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112.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2014-09-05 · MS C++ (first AC) · Tags: data structures, dp

[MrKaStep's solution](#)

113.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2014-09-04 · MS C++ (first AC) · Tags: dp, implementation

[MrKaStep's solution](#)

114.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-30 · MS C++ (first AC) · Tags: brute force, implementation, math

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115.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2014-06-21 · MS C++ (first AC) · Tags: greedy, sortings

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116.

2189B

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Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-05-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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117.

769B

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Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, greedy, two pointers

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118.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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119.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: greedy, implementation

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120.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · MS C++ (first AC) · Tags: implementation

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121.

645B

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Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

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122.

645A

[Amity Assessment](#) · [Tutorial](#)

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

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123.

637B

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Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

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124.

583B

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Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-11-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

125.

593A

[2Char](#) · [Tutorial](#)

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

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126.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-26 · MS C++ (first AC) · Tags: implementation, strings

[MrKaStep's solution](#)

127.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

128.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-28 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

129.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · MS C++ (first AC) · Tags: implementation, math

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130.

523A

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Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: *special, implementation

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131.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · last AC: 2015-03-08 · MS C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[MrKaStep's solution](#)

132.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

133.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2014-12-07 · MS C++ (first AC) · Tags: binary search, implementation, math, sortings

[MrKaStep's solution](#)

134.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: binary search, implementation

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135.

412C

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Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-09-22 · MS C++ (first AC) · Tags: implementation, strings

[MrKaStep's solution](#)

136.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2014-09-12 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

137.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-08-30 · MS C++ (first AC) · Tags: brute force, implementation

[MrKaStep's solution](#)

138.

461A

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

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-27 · MS C++ (first AC) · Tags: greedy, sortings

[MrKaStep's solution](#)

139.

462C

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

Rating: 1200 · first AC: 2014-08-27 · MS C++ (first AC) · Tags: implementation, sortings

[MrKaStep's solution](#)

140.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: brute force, dp, implementation

[MrKaStep's solution](#)

141.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2014-06-26 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[MrKaStep's solution](#)

142.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2014-06-21 · MS C++ (first AC) · Tags: greedy, implementation, sortings

[MrKaStep's solution](#)

143.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2014-06-18 · MS C++ (first AC) · Tags: dp, implementation, sortings

[MrKaStep's solution](#)

144.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-18 · MS C++ (first AC) · Tags: implementation, sortings

[MrKaStep's solution](#)

145.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-06-18 · MS C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[MrKaStep's solution](#)

146.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-25 · last AC: 2025-05-25 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

147.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

148.

929B

[A5D&C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[MrKaStep's solution](#)

149.

840A

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

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

[MrKaStep's solution](#)

150.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2017-03-02 · MS C++ (first AC) · Tags: *special, brute force, number theory

[MrKaStep's solution](#)

151.

755C

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

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

[MrKaStep's solution](#)

152.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: combinatorics

[MrKaStep's solution](#)

153.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[MrKaStep's solution](#)

154.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

155.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2015-11-27 · MS C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[MrKaStep's solution](#)

156.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2015-09-16 · MS C++ (first AC) · Tags: brute force, implementation, sortings

[MrKaStep's solution](#)

157.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[MrKaStep's solution](#)

158.

573A

[Bear and Poker](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

159.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

160.

545D

[Queue](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

161.

526A

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

[MrKaStep's solution](#)

162.

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2015-03-19 · MS C++ (first AC) · Tags: implementation, strings

[MrKaStep's solution](#)

163.

519C

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

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: greedy, implementation, math, number theory

[MrKaStep's solution](#)

164.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[MrKaStep's solution](#)

165.

181B

[Number of Triplets](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1300 · first AC: 2015-01-15 · MS C++ (first AC) · Tags: binary search, brute force

[MrKaStep's solution](#)

166.

493A

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

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

167.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: brute force, greedy

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168.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2014-10-15 · MS C++ (first AC) · Tags: binary search, combinatorics, two pointers

[MrKaStep's solution](#)

169.

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2014-10-12 · MS C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[MrKaStep's solution](#)

170.

472B

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

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

[MrKaStep's solution](#)

171.

471B

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

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

[MrKaStep's solution](#)

172.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-09-23 · MS C++ (first AC) · Tags: brute force, dp, implementation

[MrKaStep's solution](#)

173.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

174.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: data structures, hashing, implementation

[MrKaStep's solution](#)

175.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2014-09-04 · MS C++ (first AC) · Tags: brute force, dp

[MrKaStep's solution](#)

176.

462B

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

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2014-08-26 · MS C++ (first AC) · Tags: greedy

[MrKaStep's solution](#)

177.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2014-06-21 · MS C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[MrKaStep's solution](#)

178.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[MrKaStep's solution](#)

179.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[MrKaStep's solution](#)

180.

929A

[A@C@iC B C\\$5C`>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[MrKaStep's solution](#)

181.

843A

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

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182.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[MrKaStep's solution](#)

183.

158C

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Quality: 10,394 global accepts · Rating: 1400 · first AC: 2017-03-02 · Python 3 (first AC) · Tags: *special, data structures, implementation

[MrKaStep's solution](#)

184.

757B

[Bash's Big Day](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

185.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[MrKaStep's solution](#)

186.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

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187.

641B

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

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

[MrKaStep's solution](#)

188.

646B

[AäHÖr1C=0 Cö5D 5CD0Dt8 D >Cä1D"5CÖ8Dö](#)

Rating: 1400 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: *special, strings

[MrKaStep's solution](#)

189.

637C

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

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

[MrKaStep's solution](#)

190.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-03 · MS C++ (first AC) · Tags: binary search, greedy

[MrKaStep's solution](#)

191.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-11-27 · MS C++ (first AC) · Tags: geometry, math

[MrKaStep's solution](#)

192.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-06-05 · MS C++ (first AC) · Tags: brute force, dp, greedy, implementation

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193.

550B

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Quality: 27,460 global accepts · Rating: 1400 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: bitmasks, brute force

[MrKaStep's solution](#)

194.

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

[MrKaStep's solution](#)

195.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[MrKaStep's solution](#)

196.

526B

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

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation
[MrKaStep's solution](#)

197.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2015-04-03 · MS C++ (first AC) · Tags: greedy, sortings
[MrKaStep's solution](#)

198.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2015-04-01 · MS C++ (first AC) · Tags: dp, greedy, implementation
[MrKaStep's solution](#)

199.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-03-26 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math, strings
[MrKaStep's solution](#)

200.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: *special, greedy
[MrKaStep's solution](#)

201.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2015-03-08 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[MrKaStep's solution](#)

202.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2015-03-08 · MS C++ (first AC) · Tags: greedy
[MrKaStep's solution](#)

203.

516A

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

Rating: 1400 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: dp, greedy, implementation, math
[MrKaStep's solution](#)

204.

514B

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

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: brute force, data structures, geometry, implementation, math
[MrKaStep's solution](#)

205.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2015-01-18 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs
[MrKaStep's solution](#)

206.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-07 · MS C++ (first AC) · Tags: greedy, sortings

[MrKaStep's solution](#)

207.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

208.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2014-11-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[MrKaStep's solution](#)

209.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: implementation, math, matrices

[MrKaStep's solution](#)

210.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: greedy, sortings

[MrKaStep's solution](#)

211.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[MrKaStep's solution](#)

212.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2014-10-17 · MS C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[MrKaStep's solution](#)

213.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2014-10-08 · MS C++ (first AC) · Tags: dfs and similar, dsu

[MrKaStep's solution](#)

214.

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2014-10-08 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy

[MrKaStep's solution](#)

215.

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

[MrKaStep's solution](#)

216.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2014-09-23 · MS C++ (first AC) · Tags: combinatorics, dp, number theory

[MrKaStep's solution](#)

217.

277A

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

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2014-06-28 · last AC: 2014-06-28 · MS C++ (first AC) · Tags: dfs and similar, dsu

[MrKaStep's solution](#)

218.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

219.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[MrKaStep's solution](#)

220.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[MrKaStep's solution](#)

221.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MrKaStep's solution](#)

222.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2016-05-07 · MS C++ (first AC) · Tags: implementation

[MrKaStep's solution](#)

223.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: geometry, implementation, math

[MrKaStep's solution](#)

224.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings

[MrKaStep's solution](#)

225.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[MrKaStep's solution](#)

226.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: combinatorics

[MrKaStep's solution](#)

227.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees

[MrKaStep's solution](#)

228.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2015-09-22 · MS C++ (first AC) · Tags: binary search, sortings, two pointers

[MrKaStep's solution](#)

229.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory

[MrKaStep's solution](#)

230.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[MrKaStep's solution](#)

231.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-01 · MS C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[MrKaStep's solution](#)

232.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, math

[MrKaStep's solution](#)

233.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · MS C++ (first AC) · Tags: brute force, dp, greedy, implementation, strings

[MrKaStep's solution](#)

234.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-18 · MS C++ (first AC) · Tags: *special, implementation

[MrKaStep's solution](#)

235.

527C

[Glass Carving](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

236.

528A

[Glass Carving](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

237.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2015-03-16 · MS C++ (first AC) · Tags: brute force, implementation, math, number theory

[MrKaStep's solution](#)

238.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2015-02-06 · MS C++ (first AC) · Tags: dfs and similar

[MrKaStep's solution](#)

239.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2015-01-15 · MS C++ (first AC) · Tags: binary search, data structures

[MrKaStep's solution](#)

240.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[MrKaStep's solution](#)

241.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2014-12-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[MrKaStep's solution](#)

242.

494A

[Treasure](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

243.

224B

[Array](#) · [Tutorial](#)

Quality: 7,918 global accepts · Rating: 1500 · first AC: 2014-10-15 · MS C++ (first AC) · Tags: bitmasks, implementation, two pointers

[MrKaStep's solution](#)

244.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2014-10-08 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs

[MrKaStep's solution](#)

245.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2014-10-01 · MS C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[MrKaStep's solution](#)

246.

469C

[24 Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-09-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

247.

165B

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

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: binary search, implementation

[MrKaStep's solution](#)

248.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2014-08-25 · MS C++ (first AC) · Tags: dp

[MrKaStep's solution](#)

249.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2014-08-25 · MS C++ (first AC) · Tags: dp, math, matrices

[MrKaStep's solution](#)

250.

368C

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

Rating: 1500 · first AC: 2014-06-25 · MS C++ (first AC) · Tags: brute force, implementation

[MrKaStep's solution](#)

251.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-20 · MS C++ (first AC) · Tags: brute force, implementation, strings

[MrKaStep's solution](#)

252.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-13 · Python 3 (first AC) · Tags: data structures, divide and conquer, dp, math

[MrKaStep's solution](#)

253.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-13 · Python 3 (first AC) · Tags: games, greedy, sortings

[MrKaStep's solution](#)

254.

951A

[Plasticine zebra](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

255.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[MrKaStep's solution](#)

256.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[MrKaStep's solution](#)

257.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[MrKaStep's solution](#)

258.

788A

[Functions again](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

259.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs,

math

[MrKaStep's solution](#)

260.

756B

[Travel Card](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

261.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MrKaStep's solution](#)

262.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[MrKaStep's solution](#)

263.

715A

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

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

[MrKaStep's solution](#)

264.

643B

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

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

[MrKaStep's solution](#)

265.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · Python 3 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[MrKaStep's solution](#)

266.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[MrKaStep's solution](#)

267.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[MrKaStep's solution](#)

268.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[MrKaStep's solution](#)

269.

615B

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

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[MrKaStep's solution](#)

270.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[MrKaStep's solution](#)

271.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2015-12-03 · MS C++ (first AC) · Tags: dp, greedy, math

[MrKaStep's solution](#)

272.

600A

[Extract Numbers](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

273.

601A

[The Two Routes](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

274.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[MrKaStep's solution](#)

275.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[MrKaStep's solution](#)

276.

573B

[Bear and Blocks](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

277.

568A

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

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2015-08-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[MrKaStep's solution](#)

278.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-28 · MS C++ (first AC) · Tags: geometry

[MrKaStep's solution](#)

279.

525C

[Ilya and Sticks](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

280.

524A

[A\\$>Ct=CäCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

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

[MrKaStep's solution](#)

281.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2015-03-16 · MS C++ (first AC) · Tags: dfs and similar, graphs, sortings

[MrKaStep's solution](#)

282.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-15 · MS C++ (first AC) · Tags: *special, data structures, implementation

[MrKaStep's solution](#)

283.

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

[MrKaStep's solution](#)

284.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2015-01-15 · MS C++ (first AC) · Tags: binary search

[MrKaStep's solution](#)

285.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[MrKaStep's solution](#)

286.

476C

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

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

[MrKaStep's solution](#)

287.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2014-10-01 · MS C++ (first AC) · Tags: implementation, math

[MrKaStep's solution](#)

288.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2014-09-25 · MS C++ (first AC) · Tags: brute force, dp, greedy

[MrKaStep's solution](#)

289.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2014-08-25 · MS C++ (first AC) · Tags: dp, implementation, trees

[MrKaStep's solution](#)

290.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-06-18 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[MrKaStep's solution](#)

291.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[MrKaStep's solution](#)

292.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[MrKaStep's solution](#)

293.

924C

[Riverside Curio](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

294.

923A

[Primal Sport](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

295.

929C

[APIO'14 AC, 2C O C > CÄ0CÖ4C](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[MrKaStep's solution](#)

296.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[MrKaStep's solution](#)

297.

773A

[Success Rate](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

298.

769D

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

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[MrKaStep's solution](#)

299.

756A

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

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

[MrKaStep's solution](#)

300.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[MrKaStep's solution](#)

301.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[MrKaStep's solution](#)

302.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · MS C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[MrKaStep's solution](#)

303.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

304.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-11-27 · MS C++ (first AC) · Tags: implementation, math, trees

[MrKaStep's solution](#)

305.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: geometry, math

[MrKaStep's solution](#)

306.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-26 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[MrKaStep's solution](#)

307.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: constructive algorithms, greedy, strings

[MrKaStep's solution](#)

308.

578B

["Or" Game](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

309.

578A

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

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

[MrKaStep's solution](#)

310.

575D

[Tablecity](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

311.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · MS C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[MrKaStep's solution](#)

312.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · MS C++ (first AC) · Tags: binary search, data structures, dp

[MrKaStep's solution](#)

313.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-06-17 · MS C++ (first AC) · Tags: greedy, implementation

[MrKaStep's solution](#)

314.

546D

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

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

[MrKaStep's solution](#)

315.

524B

[BD>D\\$> CÔO CÔOÄOD\\$! 2 \(round version\)](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · MS C++ (first AC) · Tags: dp, greedy

[MrKaStep's solution](#)

316.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2015-03-19 · MS C++ (first AC) · Tags: implementation, strings

[MrKaStep's solution](#)

317.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2015-03-19 · MS C++ (first AC) · Tags: implementation, strings

[MrKaStep's solution](#)

318.

498A

[Crazy Town](#) · [Tutorial](#)

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

[MrKaStep's solution](#)

319.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2014-12-03 · MS C++ (first AC) · Tags: constructive algorithms, games, math

[MrKaStep's solution](#)

320.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-11-05 · MS C++ (first AC) · Tags: implementation, math

[MrKaStep's solution](#)

321.

219D

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

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2014-10-30 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[MrKaStep's solution](#)

322.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-19 · MS C++ (first AC) · Tags: binary search, greedy, implementation

[MrKaStep's solution](#)

323.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2014-10-09 · MS C++ (first AC) · Tags: data structures, trees

[MrKaStep's solution](#)

324.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2014-10-06 · MS C++ (first AC) · Tags: dp

[MrKaStep's solution](#)

325.

471C

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

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

[MrKaStep's solution](#)

326.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2014-09-25 · MS C++ (first AC) · Tags: dp

[MrKaStep's solution](#)

327.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2014-09-23 · MS C++ (first AC) · Tags: data structures, dp, greedy, implementation

[MrKaStep's solution](#)

328.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2014-09-19 · MS C++ (first AC) · Tags: dp, implementation

[MrKaStep's solution](#)

329.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-09-18 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[MrKaStep's solution](#)

330.

443C

[Borya and Hanabi](#) · [Tutorial](#)

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331.

464A

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332.

4D

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333.

2101B

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334.

923C

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335.

772A

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336.

772B

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337.

725D

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338.

700B

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339.

641C

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340.

638D

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341.

638C

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342.

645D

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343.

610C

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344.

603B

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345.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2015-11-27 · MS C++ (first AC) · Tags: constructive algorithms, greedy, strings
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346.

584D

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Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · MS C++ (first AC) · Tags: brute force, math, number theory
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347.

551B

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348.

532E

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Rating: 1800 · first AC: 2015-04-17 · MS C++ (first AC) · Tags: —
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349.

436C

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350.

140C

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351.

492D

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352.

3C

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353.

757C

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354.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
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355.

648D

[B > COD :C, 8 CÄ8D :C€](#)

Quality: 352 global accepts · Rating: 1900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[MrKaStep's solution](#)

356.

613B

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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

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357.

613A

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358.

607B

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359.

599D

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360.

557C

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361.

552D

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362.

552C

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

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363.

550D

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364.

524C

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365.

57C

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366.

223C

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367.

292E

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368.

496D

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369.

479E

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370.

476D

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371.

463C

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372.

222D

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373.

852B

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374.

843B

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375.

755D

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376.

641E

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377.

615D

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378.

615C

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379.

578C

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380.

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381.

532B

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382.

526C

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383.

340E

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384.

522D

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385.

516B

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386.

514D

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387.

187C

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388.

495D

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389.

474C

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390.

2B

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391.

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951C

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393.

852E

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394.

840B

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395.

771C

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396.

496E

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397.

615E

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399.

601B

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400.

576C

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401.

576B

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402.

552E

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403.

551D

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404.

439E

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405.

336D

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Quality: 1,213 global accepts · Rating: 2100 · first AC: 2015-03-20 · MS C++ (first AC) · Tags: combinatorics, math, number theory

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406.

522C

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407.

2207D

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Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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408.

925C

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409.

852F

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410.

150C

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411.

645E

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412.

603C

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413.

593C

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414.

567E

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415.

554E

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416.

551C

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417.

549C

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418.

550E

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419.

526D

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420.

520E

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Quality: 2,087 global accepts · Rating: 2200 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory

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421.

514E

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422.

601C

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

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423.

451E

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424.

487C

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Quality: 3,081 global accepts · Rating: 2300 · first AC: 2015-03-17 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory

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425.

755E

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

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426.

698C

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

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427.

567F

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428.

924D

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429.

923D

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430.

757E

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Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

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431.

613C

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432.

266E

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433.

925D

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434.

755F

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435.

951B

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Rating: 2700 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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436.

2220C

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Rating: — · first AC: 2026-05-01 · PyPy 3-64 (first AC) · Tags: brute force, math

[MrKaStep's solution](#)

437.

101262E

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Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

438.

101262D

[Vera and Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

439.

101262C

[Vera and Mean Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

440.

101262B

[Vera And LCS](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

441.

101262A

[Vera and Outfits](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

442.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2017-07-26 · Python 3 (first AC) · Tags: implementation

[MrKaStep's solution](#)

443.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

444.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

445.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

446.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

447.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

448.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

449.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

450.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

451.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

452.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrKaStep's solution](#)

453.

100869C

[The Price is Correct](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[MrKaStep's solution](#)

454.

100869B

[High Security](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[MrKaStep's solution](#)

455.

100869A

[Boomerang Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: —

[MrKaStep's solution](#)

456.

100034F

[A00i8C#8](#)

Rating: — · first AC: 2015-07-30 · last AC: 2015-07-30 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

457.

100602K

[A @DT8D\\$5C#BD4@CÔ>CR @CTHCT=C,,5](#)

Rating: — · first AC: 2015-06-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

458.

100602H

[A\\$0C#eD'5 C#>C#0Ct0D\\$5C'8](#)

Rating: — · first AC: 2015-06-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

459.

100602D

[A00C#iC'5CÄ0 C\\$KC >D 0](#)

Rating: — · first AC: 2015-06-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

460.

100602L

[A4C#iC ;DÄ=Cä5 CÄKD,,;CT=C,,5](#)

Rating: — · first AC: 2015-06-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

461.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2015-06-08 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

462.

100693D

[A..3D#<C\\$KCR 0C\\$BCä<C BD°](#)

Rating: — · first AC: 2015-06-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

463.

100692A

[Pegman](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-31 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

464.

100419D

[A5D\\$!](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

465.

100419A

[At<CT9C@18+](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

466.

100419G

[BBD@C#BD4@C](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

467.

100419E

[AäCCT@CT4DÀ](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

468.

100419B

[B2Cä?!](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

469.

100419C

[XOR · Tutorial](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

470.

100419H

[A.TD@!](#)

Rating: — · first AC: 2015-05-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

471.

100599G

[B\\$C@D4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

472.

100599F

[B·@CT#C,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

473.

100599H

[Bö7Dut@!](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

474.

100599D

[Aö#C\\$>D5C'LCP](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

475.

100599E

[A,=D\\$C';CT:D\\$CC;DÄ=D'9 CäBCöCD :](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

476.

100599B

[ABC · Tutorial](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

477.

100599C

[B>DdäCö@CäA](#)

Rating: — · first AC: 2015-05-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

478.

396B

[On Sum of Fractions · Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2015-03-20 · MS C++ (first AC) · Tags: math, number theory

[MrKaStep's solution](#)

479.

100251C

[B!BÖT=C,,5](#)

Rating: — · first AC: 2015-03-19 · last AC: 2015-03-19 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

480.

396A

[On Number of Decompositions into Multipliers · Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2015-03-17 · MS C++ (first AC) · Tags: combinatorics, math, number theory

[MrKaStep's solution](#)

481.

100122H

[A=TOI43C'KC' AD\\$>C°](#)

Rating: — · first AC: 2015-03-13 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

482.

100549C

[A\\$5D'5D BC\\$5CÔ=D'5 Dt8D ;C](#)

Rating: — · first AC: 2015-03-12 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

483.

100528C

[A@C@C@>C @C 7Cä2C =C,,5 Dt8D ;C](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

484.

100528F

[BD×0\\$>D 0CÄ:C](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

485.

100528A

[A\\$KD00\\$=C,,2C =C,,5 C\\$5D'5D BC\\$5CÔ=D'E Dt8D 5C°](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

486.

100528I

[A · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

487.

100528H

[B · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

488.

100122C

[B · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

489.

100122D

[AD · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

490.

100122B

[A · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

491.

100122I

[AS · Tutorial](#)

Rating: — · first AC: 2015-03-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

492.

1001805

[A · Tutorial](#)

Rating: — · first AC: 2015-03-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

493.

100246C

[C · Tutorial](#)

Rating: — · first AC: 2015-03-05 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

494.

100246B

[B · Tutorial](#)

Rating: — · first AC: 2015-03-05 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

495.

100246D

[A · Tutorial](#)

Rating: — · first AC: 2015-03-05 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

496.

100246A

[A · Tutorial](#)

Rating: — · first AC: 2015-03-05 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

497.

1001792

[B 5C0D"ÔAC >D IC,,:](#)

Rating: — · first AC: 2015-03-04 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

498.

1001791

[BT9C0i0T9 CÔU B4@C ;CP](#)

Rating: — · first AC: 2015-03-04 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

499.

1005863

[B 5C00!](#)

Rating: — · first AC: 2015-02-23 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

500.

100251G

[A05D15D K](#)

Rating: — · first AC: 2015-01-22 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

501.

100251A

[A0000CD5C08CP](#)

Rating: — · first AC: 2015-01-22 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

502.

100251F

[AÄD111 C\\$0CÄ?C,,@C](#)

Rating: — · first AC: 2015-01-22 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

503.

100251H

[AÄ0048Dt5D :C,,5 D BCT@Cd=C€](#)

Rating: — · first AC: 2015-01-22 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

504.

100251B

[B 7C014C =C,,5](#)

Rating: — · first AC: 2015-01-22 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

505.

100088B

[B · Tutorial](#)

Rating: — · first AC: 2015-01-21 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

506.

100088A

[A · Tutorial](#)

Rating: — · first AC: 2015-01-21 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

507.

100235B

[B · Tutorial](#)

Rating: — · first AC: 2015-01-21 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

508.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2015-01-21 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

509.

100232D

[D · Tutorial](#)

Rating: — · first AC: 2015-01-21 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

510.

100232C

[C · Tutorial](#)

Rating: — · first AC: 2015-01-20 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

511.

100232A

[A · Tutorial](#)

Rating: — · first AC: 2015-01-20 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

512.

100230B

[B · Tutorial](#)

Rating: — · first AC: 2015-01-20 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

513.

100230C

[C · Tutorial](#)

Rating: — · first AC: 2015-01-20 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

514.

100230A

[A · Tutorial](#)

Rating: — · first AC: 2015-01-20 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

515.

100091D

[D · Tutorial](#)

Rating: — · first AC: 2015-01-16 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

516.

100091A

[A · Tutorial](#)

Rating: — · first AC: 2015-01-14 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

517.

100091C

[C · Tutorial](#)

Rating: — · first AC: 2015-01-14 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

518.

100091B

[B · Tutorial](#)

Rating: — · first AC: 2015-01-14 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

519.

1003556

[A<C&FC,,>C&5D K](#)

Rating: — · first AC: 2015-01-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

520.

1003555

[B 2C&CäDCä@D°](#)

Rating: — · first AC: 2015-01-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

521.

100320C

[B <C&@ C&2C,,IC](#)

Rating: — · first AC: 2015-01-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

522.

100320B

[A 0D BC](#)

Rating: — · first AC: 2015-01-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

523.

100320A

[B, BD4@ CÄ](#)

Rating: — · first AC: 2015-01-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

524.

100244D

[B450q&a C,,7 CdCC&>C](#)

Rating: — · first AC: 2014-12-30 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

525.

100244C

[B >C&AD\\$2CT=C&KCR AC\\$OCt8](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

526.

100244E

[A · CD\\$5D 1D >CDK C,,7 CdCC&>C](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

527.

100244G

[B BD00&8 C =D\\$8C`>C&k C, 3C,,5C&K](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

528.

100244F

[A&>O15C0](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

529.

100244H

[A&C15C\\$AC&0D& 1D4EC40C`BCT@C,,O](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

530.

100244A

[B->D\\$0l,@Cä2C#0 BTOC#CCÔ0 AÄ0D\\$0D\\$0](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

531.

100127C

[A5C#C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2014-12-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

532.

100127B

[B :000B! C 8-A\\$0CÔ0 A#5CÔ>C 8](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

533.

100127E

[A00D0CB ?Cä1CT4D°](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

534.

100127A

[A4#C0#C,=C ?Cä4C E](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

535.

100127G

[B,T8DD#@Cä2C#0](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

536.

100127H

[B 7C,GD 0C"BCT@ A">CDK](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

537.

100127F

[A\\$C#C :C`>CÔ>C](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

538.

100127D

[AäB0i0C@](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

539.

100193B

[AÄ>D AC#>C' 1Cä9](#)

Rating: — · first AC: 2014-12-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

540.

100193A

[AÄ#0i5C#CC'0](#)

Rating: — · first AC: 2014-12-27 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

541.

100105A

[B55015D JCT<C=0](#)

Rating: — · first AC: 2014-12-27 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

542.

100105E

[AÄK - CÄOD! AÄK - C40Cr](#)

Rating: — · first AC: 2014-12-26 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

543.

100105G

[A0018CÔ4D >CÄK](#)

Rating: — · first AC: 2014-12-26 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

544.

100105H

[B B0r4C,,>CÐ](#)

Rating: — · first AC: 2014-12-26 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

545.

100105B

[A-2D\\$>GÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2014-12-26 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

546.

100105C

[A70C=0D](#)

Rating: — · first AC: 2014-12-26 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

547.

100089H

[B70CÄ0](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

548.

100089A

[A70C=0D](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

549.

100089G

[A4=Dr12C,,BC ;DÄ](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

550.

100089E

[A00C=C GCT=C,,O](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

551.

100089F

[A450Ä=C4;Cä1C,,=](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

552.

100089B

[BDCD\\$1Cä;](#)

Rating: — · first AC: 2014-12-25 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

553.

1001562

[A4D1aCDO](#)

Rating: — · first AC: 2014-12-17 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

554.

1001561

[A#0D1BC,,=C0](#)

Rating: — · first AC: 2014-12-17 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

555.

100166G

[B-0D1A1\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2014-12-12 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

556.

100166F

[AD501aD BD 0](#)

Rating: — · first AC: 2014-12-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

557.

100166E

[AD801aCTBD 3D 0DD0](#)

Rating: — · first AC: 2014-12-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

558.

100166D

[A101aC1BD10C"HC,,9 CôCD\\$L](#)

Rating: — · first AC: 2014-12-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

559.

100166C

[A101aC1BD 8CÔB Ct=C =C,,9](#)

Rating: — · first AC: 2014-12-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

560.

100166B

[B 001aC @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2014-12-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

561.

100166A

[BD;0ä1C@](#)

Rating: — · first AC: 2014-12-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

562.

100014E

[A101aC1BD 10C"FC,,>CÔ5D](#)

Rating: — · first AC: 2014-12-09 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

563.

100013C

[A6>C\\$@CT6CD5CÔ=D'9 XML](#)

Rating: — · first AC: 2014-12-08 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

564.

100013B

[A@043C'KC' AD\\$>C°](#)

Rating: — · first AC: 2014-12-08 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

565.

100013A

[B0000;C€](#)

Rating: — · first AC: 2014-12-08 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

566.

100266C

[ASTZ0;CÂ HC,,DD 0](#)

Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

567.

100266A

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Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-11-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-04 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-04 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-11-04 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-11-03 · MS C++ (first AC) · Tags: —

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[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-11-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-30 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-29 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-23 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-18 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-10-06 · MS C++ (first AC) · Tags: —

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[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-10-04 · last AC: 2014-10-04 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

603.

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Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-10-02 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-19 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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[POBEDA-2014](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-19 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-06 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-09-03 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-08-31 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-08-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-08-28 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-06-13 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-12 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

625.

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Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-06-11 · MS C++ (first AC) · Tags: —

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Rating: — · first AC: 2014-06-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2014-06-10 · MS C++ (first AC) · Tags: —

[MrKaStep's solution](#)

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Rating: — · first AC: 2014-06-10 · MS C++ (first AC) · Tags: —

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[MrKaStep's solution](#)

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