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Unique solved — Mr Spade

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

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

Filters: none

Count: 680

1.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Mr Spade's solution](#)

2.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Mr Spade's solution](#)

3.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: greedy, math

[Mr Spade's solution](#)

4.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Mr Spade's solution](#)

5.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Mr Spade's solution](#)

6.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: greedy

[Mr Spade's solution](#)

7.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[Mr Spade's solution](#)

8.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Mr Spade's solution](#)

9.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Mr Spade's solution](#)

10.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: greedy

[Mr. Spade's solution](#)

11.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: math

[Mr. Spade's solution](#)

12.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mr. Spade's solution](#)

13.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Mr. Spade's solution](#)

14.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Mr. Spade's solution](#)

15.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Mr. Spade's solution](#)

16.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Mr. Spade's solution](#)

17.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Mr. Spade's solution](#)

18.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[Mr. Spade's solution](#)

19.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

20.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

21.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

22.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[Mr. Spade's solution](#)

23.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math

[Mr. Spade's solution](#)

24.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

25.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: math

[Mr. Spade's solution](#)

26.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-01 · GNU C++ (first AC) · Tags: implementation

[Mr. Spade's solution](#)

27.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-09-28 · GNU C++ (first AC) · Tags: games, math

[Mr. Spade's solution](#)

28.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Mr. Spade's solution](#)

29.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Mr. Spade's solution](#)

30.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: math, sortings

[Mr. Spade's solution](#)

31.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[Mr. Spade's solution](#)

32.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

33.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[Mr. Spade's solution](#)

34.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Mr. Spade's solution](#)

35.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

36.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr. Spade's solution](#)

37.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: brute force, implementation

[Mr. Spade's solution](#)

38.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[Mr. Spade's solution](#)

39.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Mr. Spade's solution](#)

40.

764B

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

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Mr. Spade's solution](#)

41.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[Mr. Spade's solution](#)

42.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[Mr. Spade's solution](#)

43.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Mr. Spade's solution](#)

44.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: math, number theory

[Mr. Spade's solution](#)

45.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[Mr. Spade's solution](#)

46.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

47.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

48.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-10-13 · last AC: 2017-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[Mr. Spade's solution](#)

49.

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: brute force, implementation

[Mr. Spade's solution](#)

50.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-10-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Mr. Spade's solution](#)

51.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Mr. Spade's solution](#)

52.

864A

[Fair Game](#) · [Tutorial](#)

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

[Mr. Spade's solution](#)

53.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Mr. Spade's solution](#)

54.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr_Spade's solution](#)

55.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[Mr_Spade's solution](#)

56.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr_Spade's solution](#)

57.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Mr_Spade's solution](#)

58.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2017-10-21 · GNU C++ (first AC) · Tags: greedy, math

[Mr_Spade's solution](#)

59.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: greedy

[Mr_Spade's solution](#)

60.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: math, number theory

[Mr_Spade's solution](#)

61.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Mr_Spade's solution](#)

62.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mr_Spade's solution](#)

63.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[Mr_Spade's solution](#)

64.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Mr_Spade's solution](#)

65.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Mr_Spade's solution](#)

66.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Mr_Spade's solution](#)

67.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[Mr_Spade's solution](#)

68.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[Mr_Spade's solution](#)

69.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math
[Mr_Spade's solution](#)

70.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Mr_Spade's solution](#)

71.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force
[Mr_Spade's solution](#)

72.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation
[Mr_Spade's solution](#)

73.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[Mr_Spade's solution](#)

74.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers
[Mr_Spade's solution](#)

75.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: brute force, math
[Mr_Spade's solution](#)

76.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[Mr_Spade's solution](#)

77.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[Mr_Spade's solution](#)

78.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[Mr_Spade's solution](#)

79.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[Mr_Spade's solution](#)

80.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[Mr_Spade's solution](#)

81.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy
[Mr_Spade's solution](#)

82.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[Mr_Spade's solution](#)

83.

982B

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

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[Mr_Spade's solution](#)

84.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math
[Mr_Spade's solution](#)

85.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[Mr_Spade's solution](#)

86.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation
[Mr_Spade's solution](#)

87.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[Mr_Spade's solution](#)

88.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · last AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation

[Mr_Spade's solution](#)

89.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Mr_Spade's solution](#)

90.

761B

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

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-10-02 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Mr_Spade's solution](#)

91.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Mr_Spade's solution](#)

92.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: dp

[Mr_Spade's solution](#)

93.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Mr_Spade's solution](#)

94.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Mr_Spade's solution](#)

95.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Mr_Spade's solution](#)

96.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Mr_Spade's solution](#)

97.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Mr_Spade's solution](#)

98.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr. Spade's solution](#)

99.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math, number theory

[Mr. Spade's solution](#)

100.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mr. Spade's solution](#)

101.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Mr. Spade's solution](#)

102.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[Mr. Spade's solution](#)

103.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math

[Mr. Spade's solution](#)

104.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

105.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Mr. Spade's solution](#)

106.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[Mr. Spade's solution](#)

107.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Mr. Spade's solution](#)

108.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-10-13 · GNU C++ (first AC) · Tags: combinatorics, greedy, implementation, math

[Mr. Spade's solution](#)

109.

867B

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

Rating: 1400 · first AC: 2017-10-01 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

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110.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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111.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

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112.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

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113.

1416A

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Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

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114.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: implementation, strings

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115.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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116.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

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117.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Mr. Spade's solution](#)

118.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Mr. Spade's solution](#)

119.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
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120.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, math
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121.

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math
[Mr_Spade's solution](#)

122.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[Mr_Spade's solution](#)

123.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
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124.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Mr_Spade's solution](#)

125.

1089G

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Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
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126.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings
[Mr_Spade's solution](#)

127.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math
[Mr_Spade's solution](#)

128.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
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129.

982C

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Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[Mr_Spade's solution](#)

130.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Mr. Spade's solution](#)

131.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Mr. Spade's solution](#)

132.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation

[Mr. Spade's solution](#)

133.

960B

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Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Mr. Spade's solution](#)

134.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Mr. Spade's solution](#)

135.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: greedy

[Mr. Spade's solution](#)

136.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[Mr. Spade's solution](#)

137.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation, strings

[Mr. Spade's solution](#)

138.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[Mr. Spade's solution](#)

139.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Mr. Spade's solution](#)

140.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-09-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Mr. Spade's solution](#)

141.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Mr. Spade's solution](#)

142.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Mr. Spade's solution](#)

143.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Mr. Spade's solution](#)

144.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Mr. Spade's solution](#)

145.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Mr. Spade's solution](#)

146.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Mr. Spade's solution](#)

147.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Mr. Spade's solution](#)

148.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Mr. Spade's solution](#)

149.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Mr. Spade's solution](#)

150.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Mr. Spade's solution](#)

151.

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Mr. Spade's solution](#)

152.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation

[Mr. Spade's solution](#)

153.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[Mr. Spade's solution](#)

154.

1025C

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Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Mr. Spade's solution](#)

155.

1025B

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Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force, greedy, number theory

[Mr. Spade's solution](#)

156.

1045I

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Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: hashing, strings

[Mr. Spade's solution](#)

157.

1017C

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Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Mr. Spade's solution](#)

158.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Mr. Spade's solution](#)

159.

956B

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

Rating: 1600 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Mr. Spade's solution](#)

160.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Mr. Spade's solution](#)

161.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, math

[Mr. Spade's solution](#)

162.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Mr_Spade's solution](#)

163.

940D

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Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[Mr_Spade's solution](#)

164.

898E

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Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Mr_Spade's solution](#)

165.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[Mr_Spade's solution](#)

166.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-11-08 · GNU C++11 (first AC) · Tags: binary search, math

[Mr_Spade's solution](#)

167.

879C

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Rating: 1600 · first AC: 2017-10-27 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[Mr_Spade's solution](#)

168.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: dp, implementation

[Mr_Spade's solution](#)

169.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: constructive algorithms

[Mr_Spade's solution](#)

170.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: games, math, number theory

[Mr_Spade's solution](#)

171.

1474C

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Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

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172.

1464A

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Rating: 1700 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Mr_Spade's solution](#)

173.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search
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174.

1313B

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Quality: 7,009 global accepts · Rating: 1700 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Mr. Spade's solution](#)

175.

1239A

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Mr. Spade's solution](#)

176.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: brute force, greedy
[Mr. Spade's solution](#)

177.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Mr. Spade's solution](#)

178.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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179.

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
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180.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy, math
[Mr. Spade's solution](#)

181.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, strings
[Mr. Spade's solution](#)

182.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation
[Mr. Spade's solution](#)

183.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Mr_Spade's solution](#)

184.

960C

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Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Mr_Spade's solution](#)

185.

950D

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

Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Mr_Spade's solution](#)

186.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

[Mr_Spade's solution](#)

187.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[Mr_Spade's solution](#)

188.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-10-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Mr_Spade's solution](#)

189.

828C

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

Rating: 1700 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: data structures, sortings, strings

[Mr_Spade's solution](#)

190.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Mr_Spade's solution](#)

191.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Mr_Spade's solution](#)

192.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Mr_Spade's solution](#)

193.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: dp, strings

[Mr_Spade's solution](#)

194.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Mr_Spade's solution](#)

195.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math
[Mr_Spade's solution](#)

196.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[Mr_Spade's solution](#)

197.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[Mr_Spade's solution](#)

198.

1437C

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Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[Mr_Spade's solution](#)

199.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[Mr_Spade's solution](#)

200.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings
[Mr_Spade's solution](#)

201.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: brute force, greedy
[Mr_Spade's solution](#)

202.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings
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203.

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms
[Mr_Spade's solution](#)

204.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: number theory
[Mr_Spade's solution](#)

205.

1053A

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

Rating: 1800 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: geometry

[Mr. Spade's solution](#)

206.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[Mr. Spade's solution](#)

207.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[Mr. Spade's solution](#)

208.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

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209.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: dp

[Mr. Spade's solution](#)

210.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Mr. Spade's solution](#)

211.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[Mr. Spade's solution](#)

212.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math, number theory

[Mr. Spade's solution](#)

213.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: binary search, two pointers

[Mr. Spade's solution](#)

214.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Mr. Spade's solution](#)

215.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Mr. Spade's solution](#)

216.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Mr. Spade's solution](#)

217.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

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218.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

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219.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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220.

1313C2

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Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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221.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy

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222.

1245D

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223.

1375D

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224.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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225.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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226.

1090B

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Quality: 1,550 global accepts · Rating: 1900 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

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227.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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228.

1060D

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229.

1017D

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230.

1012B

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231.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

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232.

982D

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233.

950E

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Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: 2-sat, graphs

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234.

796C

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235.

867C

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Rating: 1900 · first AC: 2017-10-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, ternary search

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236.

862C

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237.

1183G

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Quality: 2,665 global accepts · Rating: 2000 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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238.

1536D

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239.

1198C

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240.

1416C

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241.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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242.

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

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243.

1456B

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1427C

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245.

1427D

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246.

1391D

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247.

1129B

[Wrong Answer](#) · [Tutorial](#)

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248.

1090I

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1090K

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251.

1060E

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252.

1053B

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253.

1009E

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1010D

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255.

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

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256.

843B

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257.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: math

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258.

963B

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259.

958C2

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958A2

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940E

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Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

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897D

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Rating: 2000 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

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263.

1446C

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1464B

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265.

1479B2

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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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266.

1466F

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267.

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268.

1025D

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269.

850B

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270.

976E

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271.

768E

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272.

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273.

960F

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274.

796D

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799D

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1537F

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Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

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277.

1537E2

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1515E

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279.

1474D

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280.

1477C

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281.

1338C

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1456C

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Rating: 2200 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

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283.

1437E

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284.

1110D

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1110E

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1089A

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1034B

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289.

850C

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291.

1536E

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1394B

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1404C

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1468M

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297.

1379D

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298.

1245E

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1245F

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300.

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301.

1450C2

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1172C1

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1090E

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1009F

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995C

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Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

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306.

877F

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307.

898F

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308.

960E

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309.

1239D

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310.

1450F

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311.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

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312.

1137D

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Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

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313.

1129C

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314.

1109D

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315.

1091E

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Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

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316.

1090C

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317.

1089M

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Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

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318.

1089K

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

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319.

1009G

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320.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Mr. Spade's solution](#)

321.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Mr. Spade's solution](#)

322.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Mr. Spade's solution](#)

323.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Mr. Spade's solution](#)

324.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Mr. Spade's solution](#)

325.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Mr. Spade's solution](#)

326.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[Mr. Spade's solution](#)

327.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: implementation

[Mr. Spade's solution](#)

328.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Mr. Spade's solution](#)

329.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Mr. Spade's solution](#)

330.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Mr. Spade's solution](#)

331.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Mr_Spade's solution](#)

332.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Mr_Spade's solution](#)

333.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Mr_Spade's solution](#)

334.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: brute force, math

[Mr_Spade's solution](#)

335.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: —

[Mr_Spade's solution](#)

336.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Mr_Spade's solution](#)

337.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Mr_Spade's solution](#)

338.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Mr_Spade's solution](#)

339.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Mr_Spade's solution](#)

340.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Mr_Spade's solution](#)

341.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Mr_Spade's solution](#)

342.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[Mr. Spade's solution](#)

343.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Mr. Spade's solution](#)

344.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[Mr. Spade's solution](#)

345.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp, probabilities

[Mr. Spade's solution](#)

346.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: strings

[Mr. Spade's solution](#)

347.

1089I

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

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

[Mr. Spade's solution](#)

348.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Mr. Spade's solution](#)

349.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2018-09-19 · last AC: 2018-09-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Mr. Spade's solution](#)

350.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures

[Mr. Spade's solution](#)

351.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[Mr. Spade's solution](#)

352.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms,

interactive

[Mr_Spade's solution](#)

353.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[Mr_Spade's solution](#)

354.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[Mr_Spade's solution](#)

355.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: math, matrices

[Mr_Spade's solution](#)

356.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Mr_Spade's solution](#)

357.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: dp

[Mr_Spade's solution](#)

358.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Mr_Spade's solution](#)

359.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Mr_Spade's solution](#)

360.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mr_Spade's solution](#)

361.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy

[Mr_Spade's solution](#)

362.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: data structures, number theory

[Mr_Spade's solution](#)

363.

903G

[Yet Another Maxflow Problem](#) · [Tutorial](#)

Quality: 687 global accepts · Rating: 2700 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, flows, graphs

[Mr. Spade's solution](#)

364.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures

[Mr. Spade's solution](#)

365.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Mr. Spade's solution](#)

366.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: data structures

[Mr. Spade's solution](#)

367.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dp, greedy

[Mr. Spade's solution](#)

368.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Mr. Spade's solution](#)

369.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[Mr. Spade's solution](#)

370.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Mr. Spade's solution](#)

371.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Mr. Spade's solution](#)

372.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mr. Spade's solution](#)

373.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[Mr_Spade's solution](#)

374.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2019-01-01 · GNU C++11 (first AC) · Tags: dsu, math

[Mr_Spade's solution](#)

375.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-05 · last AC: 2021-10-31 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Mr_Spade's solution](#)

376.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[Mr_Spade's solution](#)

377.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Mr_Spade's solution](#)

378.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Mr_Spade's solution](#)

379.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[Mr_Spade's solution](#)

380.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: dp, greedy

[Mr_Spade's solution](#)

381.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: data structures, dp

[Mr_Spade's solution](#)

382.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Mr_Spade's solution](#)

383.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[Mr_Spade's solution](#)

384.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Mr_Spade's solution](#)

385.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Mr_Spade's solution](#)

386.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[Mr_Spade's solution](#)

387.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: dp, implementation

[Mr_Spade's solution](#)

388.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, games

[Mr_Spade's solution](#)

389.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[Mr_Spade's solution](#)

390.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Mr_Spade's solution](#)

391.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: binary search, interactive, trees

[Mr_Spade's solution](#)

392.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Mr_Spade's solution](#)

393.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[Mr_Spade's solution](#)

394.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[Mr_Spade's solution](#)

395.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees
[Mr_Spade's solution](#)

396.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
[Mr_Spade's solution](#)

397.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: fft, math
[Mr_Spade's solution](#)

398.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: data structures, trees
[Mr_Spade's solution](#)

399.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[Mr_Spade's solution](#)

400.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[Mr_Spade's solution](#)

401.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, greedy
[Mr_Spade's solution](#)

402.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[Mr_Spade's solution](#)

403.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: flows, graphs
[Mr_Spade's solution](#)

404.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-11 · last AC: 2021-03-11 · GNU C++11 (first AC) · Tags: data structures, trees
[Mr_Spade's solution](#)

405.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: graphs, implementation
[Mr_Spade's solution](#)

406.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: math

[Mr_Spade's solution](#)

407.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-07 · MS C++ 2017 (first AC) · Tags: data structures, dp, trees

[Mr_Spade's solution](#)

408.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: data structures, trees

[Mr_Spade's solution](#)

409.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: fft, math, number theory

[Mr_Spade's solution](#)

410.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Mr_Spade's solution](#)

411.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: brute force, data structures

[Mr_Spade's solution](#)

412.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, probabilities

[Mr_Spade's solution](#)

413.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dp, fft, math, number theory, probabilities

[Mr_Spade's solution](#)

414.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[Mr_Spade's solution](#)

415.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: math

[Mr_Spade's solution](#)

416.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-02-14 · GNU C++11 (first AC) · Tags: dp, strings

[Mr_Spade's solution](#)

417.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

418.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

419.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

420.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

421.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

422.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

423.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

424.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

425.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

426.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

427.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

428.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

429.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

430.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

431.

101234G

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

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

432.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

433.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · last AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

434.

102055D

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

435.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

436.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

437.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

438.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

439.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

440.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

441.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

442.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

443.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

444.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

445.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

446.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

447.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

448.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

449.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

450.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

451.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

452.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

453.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

454.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

455.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

456.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

457.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

458.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

459.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

460.

102800E

[Shorten the Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

461.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

462.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

463.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

464.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

465.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

466.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

467.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

468.

102823G

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

Rating: — · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

469.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

470.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

471.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

472.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

473.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

474.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

475.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

476.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

477.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

478.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

479.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

480.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

481.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

482.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

483.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

484.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

485.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

486.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

487.

100015A

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

Rating: — · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

488.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

489.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

490.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

491.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

492.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

493.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

494.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

495.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

496.

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

497.

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

498.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

499.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

500.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

501.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

502.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

503.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

504.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

505.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

506.

102062D

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

Rating: — · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

507.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

508.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

509.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

510.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

511.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

512.

102156H

[Jeopardy](#) · [Tutorial](#)

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

[Mr. Spade's solution](#)

513.

102134A

[Tennis](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

514.

102134F

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

515.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

516.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

517.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

518.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

519.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

520.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

521.

102133H

[Plagiarism](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

522.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

523.

102133E

[The secret of betting](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

524.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

525.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

526.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

527.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

528.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

529.

101656F

[Ritual Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

530.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

531.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

532.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

533.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

534.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

535.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

536.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

537.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

538.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

539.

101864G

[GCD and LCM of 3 numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

540.

101864B

[A Leap of faith](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

541.

101864F

[Football Free Kick](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

542.

101864H

[Little T2 and Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

543.

101864I

[Marbelous Meena](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

544.

101864K

[Ray Ray Array](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

545.

101864J

[Non Super Boring Substring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

546.

101864L

[School Reunion](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

547.

101864A

[A Criminal](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

548.

101864M

[TFF](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

549.

101864D

[Beauty and The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

550.

101864C

[BACS, Scoundrel Shopkeeper and Contiguous Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

551.

101864E

[Diverse Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

552.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

553.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

554.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

555.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

556.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

557.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

558.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

559.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

560.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

561.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

562.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

563.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

564.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

565.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

566.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

567.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

568.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

569.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

570.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

571.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

572.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

573.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

574.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

575.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

576.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

577.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

578.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

579.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

580.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

581.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

582.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

583.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

584.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

585.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

586.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

587.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

588.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

589.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

590.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

591.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

592.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

593.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

594.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

595.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

596.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

597.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · Python 3 (first AC) · Tags: —

[Mr. Spade's solution](#)

598.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

599.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

600.

101173B

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

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

601.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

602.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

603.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

604.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

605.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

606.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

607.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

608.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

609.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

610.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

611.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

612.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

613.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

614.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

615.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

616.

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

617.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

618.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

619.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

620.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

621.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

622.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

623.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)

624.

100155C

[Encrypted Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

625.

100155A

[The New President](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

626.

100155D

[Kids Love Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[Mr_Spade's solution](#)

627.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

628.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

629.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

630.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

631.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

632.

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

633.

101375K

[MaratonIME bot](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

634.

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

635.

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

636.

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

637.

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

638.

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

639.

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

640.

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

641.

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

642.

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

643.

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

644.

100112G

[Galactic Warlords](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

645.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

646.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

647.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-04 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

648.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

649.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

650.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

651.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

652.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

653.

101612L

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

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

654.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

655.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

656.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

657.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

658.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

659.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr_Spade's solution](#)

660.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr_Spade's solution](#)

661.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

662.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

663.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

664.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

665.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

666.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

667.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++ (first AC) · Tags: —

[Mr_Spade's solution](#)

668.

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr_Spade's solution](#)

669.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr_Spade's solution](#)

670.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

671.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

672.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

673.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

674.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

675.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

676.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

677.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

678.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —

[Mr. Spade's solution](#)

679.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mr. Spade's solution](#)

680.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++ (first AC) · Tags: —

[Mr. Spade's solution](#)